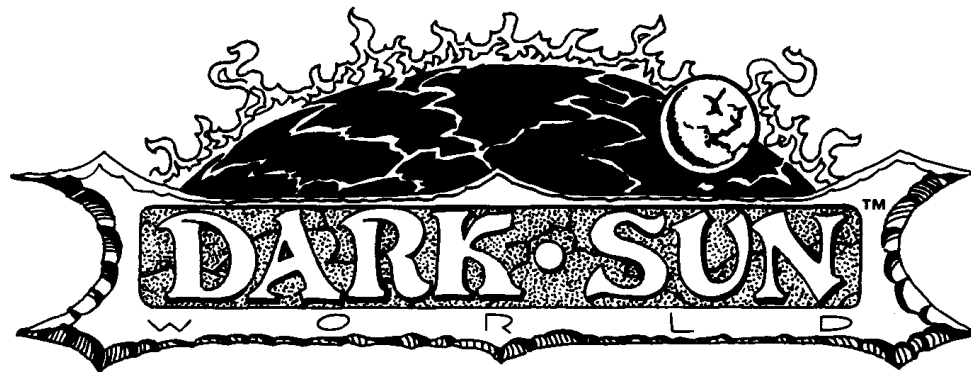




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for ShadowDark

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Credits

This text relies heavily on the work of **Troy Denning**, **Timothy B. Brown**, and everyone who contributed to TSR and WotC's Dark Sun products over the years.

The art used in this document is the creation of two RPG art legends, **Gerald Brom** and **Tom Baxa**.

ShadowDark is the creation of **The Arcane Library**.

Special Thanks to **/u/logarium** on Reddit for their Dark Sun Page Templates and HQ images, which made the layout of this work so much easier.

June 20, 2025 Revision

Thank you to everyone who has commented on the first version of this document. I'd like to single out **/u/MannyAgogo** for his thoughtful comments on the **gladiator**.

Content-wise, this document is identical to the May 1st 2025 version with three exceptions:

- **Immediate Reprisal** replaces the gladiator's **Weapon Mastery**. Traits have been revised accordingly.
- I've tried to catch all the "theives." Typos have been corrected throughout, including a particularly annoying one in the **water to silt** priest spell.
- I've produced a PYO version of the cover and interior.

Legal

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Forward

Five Things Players Should Know About Athas

Athas is a brutal, desert world.

Life hangs on by a thread.

Arcane magic has irreparably destroyed the environment.

When a wizard casts a spell, only the most careful casters can prevent further damage to the world.

The gods abandoned Athas long ago.

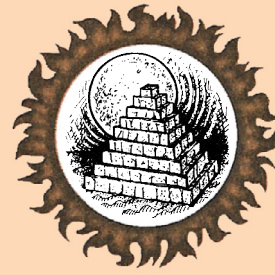
Instead, clerics worship and derive their power from the elemental planes.

Psionics fill the void left by arcane and divine magics.

Psionic power isn't magic, and every person has some particular psionic talent.

Metal is incredibly rare.

Most weapons, armor, and even currency players encounter are not made of metal



This is not a Dark Sun setting book.

While various parts of this work discuss TSR's Dark Sun — and in many cases outright plagiarize the presentation of races, classes, spells and psionic powers of that era — this document is meant to be used in conjunction with the original *Dark Sun Boxed Set*.

So! To use the material in this book, you need the original *Dark Sun Boxed Set* (TSR 2400) and the *ShadowDark* RPG rules.

The **Dark Sun Boxed Set** is available on **DMsGuild** in both digital and print-on-demand formats. The *ShadowDark* rules set is available from **The Arcane Library** in both PDF and print. Other TSR publications might be useful to you depending on which aspects of the Dark Sun setting you or your players find interesting. Suggestions have been noted at relevant places.

If you're looking for an **initial adventure** in Dark Sun, I strongly recommend "A Little Knowledge" which conveniently is part of the same *Dark Sun Boxed Set* I proselytize throughout this work.

Why?

Dark Sun is TSR's most unique setting. I've been a fan for 30 years now, and I wanted to make it available to the players with whom I regularly interact and game. Most of these players skew younger or newer to the hobby, and while I remain an advocate for AD&D, the fact of the matter is that you cannot compel the majority of newer players to meaningfully interact with that system. **That's not their fault anymore than it is yours!**

Consider then the appeal of *ShadowDark*. The mechanics of the *ShadowDark* RPG remain close enough to 5e that modern players have next to no learning curve upon their first encounter with the system. *ShadowDark* also strips out a significant amount of character creation choices, reducing the friction of character creation and making it significantly easier to compose material for it. **Athas is a dangerous and unforgiving world** — and any system

that enables the quick replacement of lost characters has the added benefit of encouraging the DM to present Dark Sun in all its glorious brutality.

While working on this, I became aware of several other Dark Sun-inspired *ShadowDark* adaptations. This, however, is the only one that is explicit about its source material. We don't need to file off TSR/WotC's intellectual property, because we're not trying to make this document commercially viable.

That said, the fact that I've made this document is not meant as any criticism of prior projects or the creations of other writers. If you're committed to a hobby like ours — if you care about it and the community who gives it breath and life — you should support the efforts of everyone, so long as they're made in good faith.

Anti-AI Statement

I plagiarized from TSR sources heavily when I created this document. I want to be explicit about that. **There are no new ideas here.**

That said, the synthesis, revision, and presentation are all my own. Fuck AI and fuck anyone who uses it to create material for publication. I didn't use any here. My writing is not perfect, and you may quibble with my choices, but they're mine, and I put my time, my energy, and three decades of experience into this product.

Fan Project

Do not pay for this. Share it with everyone you know.

If you have to spend money, go buy the *Dark Sun Boxed Set* on DMsGuild. Show the folks at WotC that there's interest both in the World of Dark Sun, and in the print-on-demand program for old TSR material.

Me

Over the last ten years, I've written and published several of my own RPG works. You can find those if you're clever and interested. That said, I didn't create this work to promote myself or anything else I've created.

Chapter One: Creating a Dark Sun PC

Follow these steps to make a 1st-level *ShadowDark* character for Dark Sun.

1. Stats

Roll Your Stats

2. Choose Your Ancestry

Your options are limited to the ancestries found in Chapter Three.

- Dwarf
- Elf
- Half-Giant
- Halfling
- Human
- Mul
- Thri-kreen

While some of these ancestries may share a name with those found in the *ShadowDark* RPG, the versions here are exclusive to Athas.

3. Choose Your Class

Only the following classes from the *ShadowDark* RPG core rules are available:

- Fighter
- Wizard
- Thief

Additionally, you can choose from the classes given in Chapter Four.

- Gladiator
- Ranger
- Priest of the Holy Elements
- Paraelemental Zealot
- Druid
- Minstrel
- Trader
- Psionicist
- Templar

4. Make a Talent Roll

Results are found on the table specific to your chosen class.

5. Determine Your Hit Points

Based on your class. Add your Constitution modifier to this result.

6. Determine Any Random Class Features

The Minstrel and the Trader have class features that should be resolved at this phase.

7. Determine Your Wild Talent

Roll on the table found in Chapter Eleven to determine the level of your psionic wild talent. Then roll a d12 to determine which of the twelve powers of that level you have.

8. Choose a Background

The list of backgrounds in Chapter Five replace those found in *ShadowDark* RPG.

9. Choose Your Alignment

Note that this version of Dark Sun preserves the dual alignment axes (Good-Neutral-Evil and Lawful-Neutral-Chaotic) of traditional editions of D&D.

10. Starting Gear

Chapter Six explains starting gear. Weapons and armors are found in Chapter Seven. The charts and options in these chapters replace those of the *ShadowDark* RPG core book.

10. Select Spells or Psionic Powers

For priest classes, wizards, psionicists and templars.



Chapter Two: Stats

Athas is brutal and unforgiving. It is not a world for the weak and simple-minded. As a result, the average Dark Sun character is stronger, faster, smarter, and more inspiring than their counterparts on other worlds.

ShadowDark Standard

To determine your character's stats, roll $4d4+4$ in order for each one. If none of your stats are higher than 16, you may roll a new set of six numbers.

Player-Directed Variant

Alternatively, you can set each of your character's stats to 10, and roll $10d4$, then take each of the individual die rolls and add the whole value of each die roll to a stat of your choice. No stat can be increased above 20 in this way.

Stats	
Stat	Modifier
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20+	+5



Chapter Three: Player Character Ancestries

Athas is a world where the essential, fundamental nature of things has been twisted through millennia of unchecked, environmentally-abusive magic. Many of the character options may be familiar to you in name only.

In an effort to emulate *ShadowDark's* pithy ancestry descriptions, only a limited amount of detail is presented here. Players who wish to know more about their chosen ancestry are directed to the "Rules Book" found in TSR's *Dark Sun Boxed Set* (1991) pp. 5-18.

Dwarf

Like the dwarves of other worlds, Athasian dwarves are short and stocky. Unlike most other varieties of dwarves, they are completely hairless. Athasian dwarves are famed for their single-mindedness and ability to focus on tasks for extended periods of time. Among their people, they have preserved a deep body of oral history and culture.

Dwarf characters know the Common and Dwarven languages.

Obsession. A dwarf can commit themselves to a single task that requires at least one week to complete. Once per day, the dwarf gains advantage on one roll related to this task.

Elf

Taller than the elves of other worlds, virtually all Athasian elves stand over six feet tall, with some reaching seven feet. Carried by their long legs, they sprint across the deserts of the Burnt World. With a reputation for restlessness, most elves long for the countryside, but many are also merchants and traders, selling their wares and services in the cities and towns of Athas.

Elven characters know the Common and Elven languages.

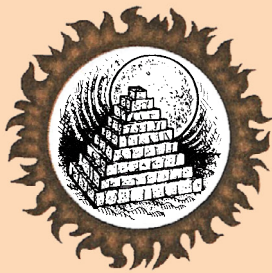
Fast. An elf can move double their normal movement rate.

Half-Elf

The product of unions between humans and elves, half-elves are common on Athas, especially among the merchant class. They're taller on average than humans (between 6 and 6 1/2 feet) but with a human-like build and proportions. Half-elves often have trouble finding acceptance among either of their parents' kin, and as a result, many half-elves become self-reliant loners.

Half-elves know Common and one additional common language.





Player Character Ancestries

Companion. A half-elf starts play with one animal companion, which can be no larger than man-sized, and equal to their LV. This pet will follow simple commands, and a half-elf can have only one companion at a time. If a companion is killed, the half-elf must wait for 100 days before they can bond with another.

Half-Giant

The product of centuries of magical experiments by the sorcerer-kings, half-giants stand between 10 and 12 feet tall, and can weigh over 1,500 lbs. While most half-giants remain possessions of their creators, a few have escaped captivity, won their freedom, or been born to half-giant parents who managed to raise them outside of their master's control.

Half-giant characters know the Common language.

Beefy. At character creation a half-giant doubles their rolled hit points before adding any modifiers. When they gain a level, they also double any rolled hit points, before adding any modifiers. Half-giants have 20 gear slots, but require **four times** as many rations per day as other PC ancestries.

Halfling

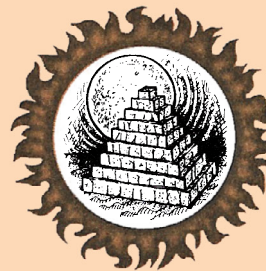
Although they are proportioned identically to halflings of other worlds, the culture of Athasian halflings is demonstrably unique. Feared for their occasional alien savagery and brutal treatment of outsiders, these halflings nevertheless have a deep connection to very nature of Athas itself. Most halflings hail from isolated jungle areas on periphery of the explored areas of the Tablelands. They see virtually all living things, including other humanoids, as a potential food source.

Halflings know the Common and halfling languages.

Ferocious. Regardless of their place in the initiative order, halflings always go before non-halfling creatures.



Player Character Ancestries



Human

The humans of Athas are as varied a lot as one would find on any other world. Theirs is the principal culture of the cities, which were all founded by human sorcerer-kings in the distant past. Centuries of defiler magics have twisted the human race, so that some of its members have unusual or frankly bizarre facial features, or odd physical mutations like webbed fingers, shorter arms, or scales.

Humans know Common and one additional common language.

Ambitious. Humans gain one additional talent at 1st level.

Mul

Creations of the sorcerer-kings, the muls were made to provide a source of slave labor. Although a combination of dwarven and human traits, muls are naturally have athletic proportions — they are taller, and have broader shoulders and thighs than humans. Some genetic lines can grow hair, but this is generally limited to the crowns of their heads.

Muls know the Common language, although the word

“mul” is derived from the dwarven word *mulzhennedar*, “strength.”

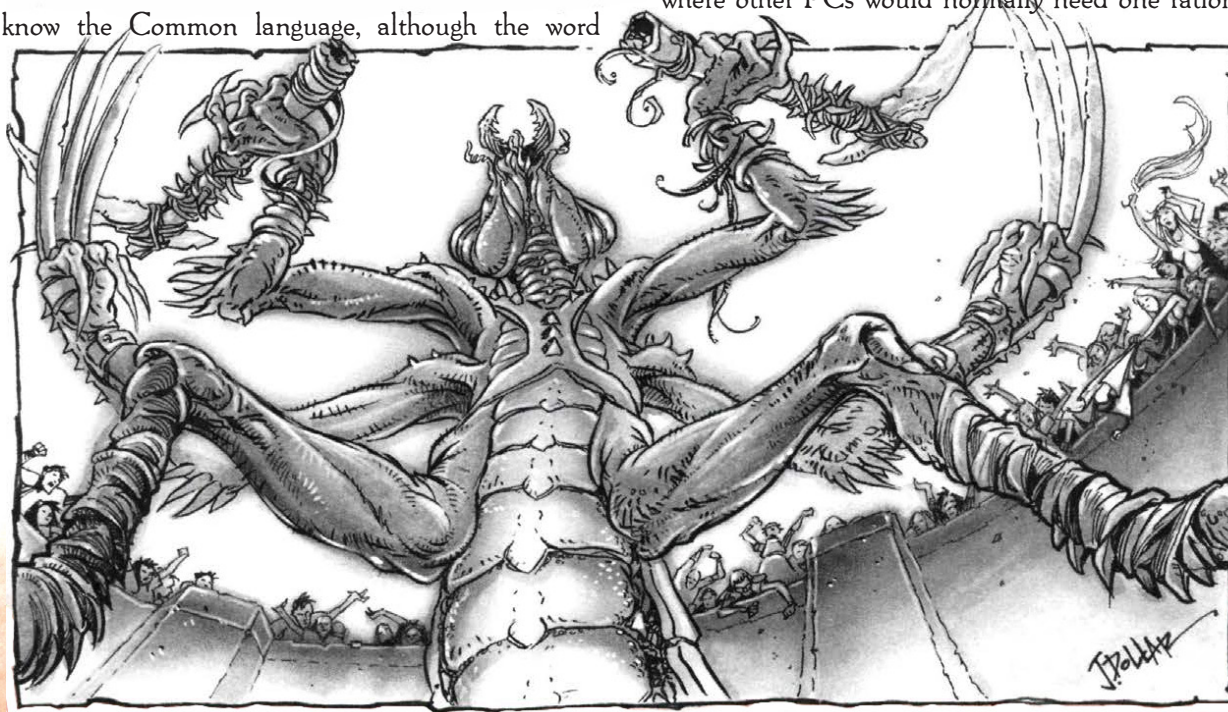
Indomitable. Once per day, when a mul is reduced to 0 HP, they instead fall to 1 HP.

Thri-kreen

With mandibles, six limbs and a chitinous exoskeleton, these insectoids are unlike all other ancestries on Athas. They use their lower and upper sets of limbs as most humanoids do, but have an additional middle set of smaller arms which they can use to manipulate objects or perform fine tasks. Most thri-kreen are obsessed with the hunt, and constantly worry over obtaining, preserving and accounting for food.

Thri-kreen know their own language, and can understand Common, though they have difficulty speaking it.

Insectoid Physiology. Thri-kreen never truly sleep. Instead, they can gain the benefit of a full nights rest after a two-hour dormant period, during which they remain alert. Thri-kreen also only need to consume one ration a week, where other PCs would normally need one ration per day.





Chapter Four: Character Classes

This chapter adapts the player character classes of TSR's original *Dark Sun Boxed Set* to the *ShadowDark* ruleset. In an effort to give the Burnt World of Athas its due, it is suggested that only the classes covered in this chapter be allowed to player characters.

Warriors

Three different warrior classes are available to players, the **Fighter**, the **Gladiator**, and the **Ranger**. Mechanically, the Fighter is identical to the Fighter presented in the *ShadowDark* RPG. Entries for the Ranger and the Gladiator appear in this chapter.

Priests

Priestly magic on Athas is affected by the complete lack of gods or divine beings. Instead, Dark Sun's priestly classes are presented as the **Priest of the Holy Elements**, the **Paraelemental Zealot**, and the **Druid**. All three are presented in this chapter.

Wizards

On Athas, **Wizards** are hated and feared, because even minor arcane magic has a profound effect on the world's fragile ecosystem. While virtually everyone (even the mages themselves) separate wizards into **defilers** and **preservers**, the fact of the matter is that from a class perspective, both groups are mechanically identical.

A **defiler** is a wizard who uses magic without regard for the damage it causes to the environment. Every time a wizard chooses to defile, a portion of the world becomes dead and no longer able to support life.

In contrast, a **preserver** is an arcane magic-user who attempts to use magic in a slower, more careful fashion

that does not do lasting harm to the world.

Player character **Wizards** in this system use the Wizard class entry and spell lists presented in the *ShadowDark* RPG. However, their spellcasting is additionally subject to the **Arcane Defiling** rules presented in Chapter Eight.

Thieves

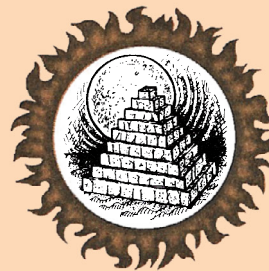
There are three roguish classes available to player characters, the **Thief**, the **Minstrel**, and the **Trader**. Player character Thiefs should use the rules presented in the *ShadowDark* RPG but should remove mithral chainmail from that classes' armor entry. Rules for creating Minstrel and Trader characters are found in this chapter.

Psionicists

Psionics are a potent source of power, one distinct from the divine magic granted by extraplanar sources, and the arcane magic derived from the world itself. Every player character in the Dark Sun setting has a latent level of psionic talent. The **Psionicist**, however, has trained his entire essence to wield these powerful forces. The Psionicist class is presented in this chapter, while rules for using psionic powers, determining a player character's wild talents, and the psionic powers themselves are found in Chapter Eleven.

Templars

Superficially similar to the warlock of other worlds and settings, a **Templar** is the devoted servant of a sorcerer-king. While many serve in bureaucratic and government roles within their patron's city-state, a sorcerer-king also allows their templars to call on a share of their magical power. Rules for creating Templar characters are presented near the end of this chapter.



Gladiator

Enslaved warriors trained to fight to the death in the arenas of sorcerer-kings, gladiators are fantastically dangerous in combat. Skilled exclusively in dealing death in way that titillates onlookers, gladiators know how to play to the crowd.

Weapons: All weapons.

Armor: All armor and shields.

Hit Points: 1d10 per level.

Languages. You know two additional common languages.

Brawler. A gladiator is lethal even when disarmed. You are proficient in attacks made with unarmed strikes and improvised weapons. On a hit, you do 1d4 + your LV damage.

Gloriously Brutal. When you kill an enemy, any other enemy that observed that death becomes demoralized. They have disadvantage on all attacks and checks (including morale checks) until the start of your next turn.

Immediate Reprisal. When you receive a critical hit, you can immediately make an attack against that attacker, even if the damage from the critical hit would drop you to 0 HP.

Gladiator Talents

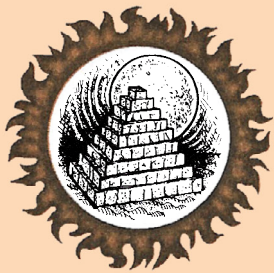
2d6

Effect

- 2 The damage die from your Brawler feature increases by one size increment (1d4 to 1d6, 1d6 to 1d8, etc. to a max of 1d12).
- 3-6 +2 to Strength, Dexterity, or Constitution stat.
- 7-9 +1 to melee attacks and damage.
- 10-11 Choose one kind of armor. You get +1 AC from that armor.
- 12 Choose a talent or +2 points to distribute to stats.

For More Information. The gladiator is introduced in the original *Dark Sun Boxed Set* (see the "Rules Book" pp. 24-25.) However, TSR also published *The Complete Gladiator's Handbook*, which elaborates on the gladiator's unique role within the city-states, and provides a host of ideas to players seeking to roleplay these characters.





Character Classes

Ranger

Experts at surviving harsh natural environs, rangers are skilled at hunting and foraging. Rugged survivalists, they are among the toughest and most capable wanderers encountered in the Athasian wilds.

Weapons: All weapons.

Armor: All armor and shields.

Hit Points: 1d8 per level.

Animal Friend. You are skilled at handling animals, both domesticated and wild. You have advantage on any checks to influence them.

Favored Enemy. Choose one particular kind of creature (e.g., “ankheg”, “belgoi”, “gaj”) at character creation. You have advantage to your attacks on that creature.

Silent Hunter. You are trained to move quietly. You have advantage on any checks related to stalking, hunting, sneaking, and hiding.

Survivalist. You have advantage on foraging attempts. (See Chapter Twelve.)

Two-Weapon Fighting. While wielding two weapons, when you take your attack action on your turn, you can add half of your level (rounded down) to your attack and damage rolls.

Author’s Note: The Ranger as it appears here is based primarily on the 2e version of the Ranger that was adopted by that era of Dark Sun virtually unchanged. While two-weapon fighting has been a feature of the Ranger for several editions, the *ShadowDark* RPG explicitly discourages the kind of expansion to the action economy that a multiattack feature would represent. In light of that, the attack and damage bonus to this Ranger’s once-per-turn attack represents an attempt at a compromise — while preserving *ShadowDark*’s restriction, it strives to reflect a Ranger’s increased damage output when fighting with two weapons.

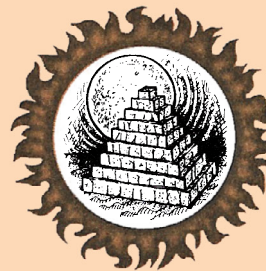
Ranger Talents

2d6

Effect

- | | |
|-------|--|
| 2 | Choose an additional favored enemy. |
| 3-6 | +1 to melee and ranged attacks. |
| 7-9 | +1 to Strength, Dexterity, or Wisdom stat. |
| 10-11 | +1 to your foraging checks. |
| 12 | Choose a talent or +2 points to distribute to stats. |





Minstrel

Minstrels are a peculiar kind of Athasian bard. They have a unique place in the culture of the city-states, serving as both entertainers and performers favored by the noble classes, but also as spies and assassins hired to do the dirty work of those same aristocrats.

Weapons: All weapons, though most minstrels favor one-handed and finesse weapons.

Armor: All armor and shields, but minstrels rarely wear heavier armors.

Hit Points: 1d4 per level.

Languages. You know two additional common languages.

Attractive. Minstrels have magnetic personalities, and are adept in handling all manner of social situations. They have advantage on any rolls to determine the reaction or attitudes of NPCs and monsters.

Performer. You specialize in one type of performance skill, whether it's acting, juggling, playing a musical instrument, poetry, singing, or storytelling.

Thievery. This class feature is identical to the "Thievery" feature possessed by the Thief Class as described in the *ShadowDark* RPG.

Master Poisoner. Minstrels are trained in the creation and application of poisons. When you create a minstrel, roll a 1d4+I three times on the **Minstrel Poisons Table** (rerolling any duplicate rolls). You learn the ability to make and use the poisons listed for those entries.

Each time you gain a level, you roll a 1d4 and add your minstrel level. If you do not already know the result on the Minstrel Poisons Table, you learn how to make that poison.

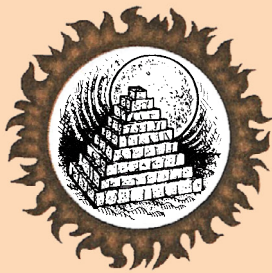
For learning, preparing and using poisons, see Using Minstrel Poisons in Chapter Nine.



For More Information. This work uses the 4e label "minstrel" for the Athasian bard, however it is mechanically informed by the presentation of the "bard" class in the original *Dark Sun Boxed Set*. That remains the most concise source for Athasian minstrels, specifically the "Rules Book", pp. 35-36.

Minstrel Talents

2d6	Effect
2	Gain advantage on preparation of one class of poison you know.
3-7	+2 to Dexterity, Intelligence, or Charisma stat.
8-9	+1 to melee and ranged attacks.
10-11	Learn a new minstrel poison of a lower class than the highest one you know.
12	Choose a talent or +2 points to distribute to stats.



Character Classes

Trader

From the leaders of wealthy merchant houses to poor, itinerant peddlers, traders transport goods between the city-states and villages of Athas. Traders, along with the rare supplies they carry, are generally tolerated everywhere. Like thieves and minstrels, they have learned the arts of thievery, but they are also skilled talkers and negotiators.

Weapons: All weapons.

Armor: All armor and shields, but traders rarely wear heavier armors.

Hit Points: 1d4 per level

Languages. You know three additional languages.

Fast-Talker. You add your Intelligence modifier to all checks to deceive, influence or persuade another creature. Also, when you succeed on a bartering roll, you take down the price of your opponent by an extra 10% (for a total of 20%).

Favor. You have the favor of one tribe, one merchant house, or one sorcerer-king. Their members and agents will offer you basic food and shelter, but will not fight for you.

Thievery. This class feature is identical to the *Thievery* feature possessed by the Thief Class described in the *ShadowDark* RPG.

Trader Talents

2d6

Effect

- 2 +1 to melee and ranged attacks.
- 3-7 +2 to Dexterity, Intelligence, or Charisma stat.
- 8-9 +1 to your bartering attempts and any check that uses your fast-talker feature.
- 10-11 An investment pays off and you earn 1d100+50 cp
- 12 Choose a talent or +2 points to distribute to stats.

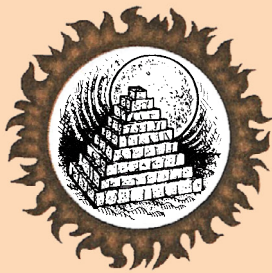
Trade Goods. In addition to your starting wealth, you also are in possession of a potentially value trade good. Roll on the **Starting Trade Goods Table**.

Starting Trade Goods

d20	Effect	Value	Slots
1	3d6 Gallons of Ale	1 cp / gal.	1 / gal.
2	3d6 Gallons of Beer	2 cp / gal.	1 / gal.
3	4d6 Pounds of Candy	1 cp / 4 lbs.	1 / 10 lbs.
4	10 sq. yards of Fine Cloth	50 cp	4
5	2d4+2 lbs. of Cosmetics	10 cp / lbs.	1 / 10 lbs.
6	1 Crodlu	40 cp	-
7	1d4 Erdlu	10 cp each	-
8	1d20 rare Feathers	50 cp each	1
9	3d8 oz. of Incense	20 cp / oz.	1
10	1 Inix	100 cp	-
11	4d8 oz. of Ink	8 cp / oz.	1
12	1 Kank	70 cp	-
13	2d6 lbs. of Kank Nectar	10 cp / lb.	1 / 10 lbs.
14	5d4 lbs. of Obsidian	5 cp / lb.	1 / 10 lbs.
15	3d4 x 100 sheets of Paper	200 cp / 100 sheets	1 / 100 sheets
16	1d4 oz. Resin	80 / oz.	1
17	2d12 x 10 lbs. Rice	1 cp / 10 lbs.	1 / 10 lbs.
18	3d4 x 10 lbs. Salt	2 cp / 10 lbs.	1 / 10 lbs.
19	2d6 Songbirds	1 cp each	1 each
20	4d10 lbs. Rare Spices	2 cp / 1 lb.	1 / 10 lbs.

For More Information. The version of the Trader that appears here is based primarily on the Dune Trader class which first appeared in the 2e *Dark Sun* supplement *Dune Trader*.





Character Classes

Priest of the Holy Elements

If the gods ever cared about the world of Athas, they abandoned it millennia ago. In their absence, clerics have turned to the elements themselves. These holy elements inform their worshiper's philosophy, but they remain somewhat inscrutable to outsiders.

Chosen Element. Each elemental priest must choose an element (**air**, **earth**, **fire**, or **water**) at character creation.

Weapons: A cleric's choice of weapons is determined by the element they serve.

Holy Element Weapons

Element	Weapons Allowed
Air	Air clerics are limited to ranged weapons, and melee weapons with a ranged component, like a javelin.
Earth	Earth clerics have an affinity for stone and metal, but also wood, which grew from the ground itself. They may use all weapons.
Fire	Worshippers of holy fire can only use metal and obsidian weapons.
Water	These clerics can use any weapon of organic origin, <i>e.g.</i> , bone or wood. They do not use weapons of stone or metal.

Armor: All armor and shields, but air and water clerics do not wear metal.

Hit Points: 1d6 per level.

Languages. You know Primordial.

Turn Undead. You know the *turn undead* spell, and it doesn't count toward the number of spells you know. When you cast it, you brandish a small amount of your chosen element.

Manifest Element. You can make a spellcasting check to manifest a small amount of the element you worship. It is harmless, and it fills both of your hands.

Spellcasting. You can cast priest spells you know.

You know two tier I priest spells of your choice from the priest spell list for your **chosen element** or from the **cosmos** spell list. These lists are found in Chapter Ten of this book.

Each time you gain a level, you choose new priest spells to learn according to the **Elemental Priest Spells Known** table.

Elemental Priest Spells Known

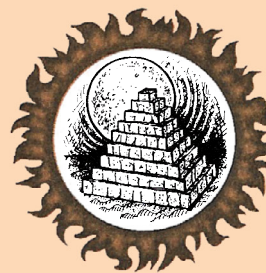
Elemental Priest Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2

For More Information. This version of the elemental cleric is adapted from the 2e version that appears in the original *Dark Sun Boxed Set*. Another 2e supplement, *Earth, Air, Fire, and Water* is a fantastic resource for setting information and inspiration regarding priests of the holy elements on Athas.

Priest of the Holy Elements Talents

2d6	Effect
2	Gain advantage on casting one spell you know.
3-7	+1 to melee or ranged attacks.
8-9	+1 to priest spellcasting checks.
10-11	+2 to Strength or Wisdom stat.
12	Choose a talent or +2 points to distribute to stats.



Paraelemental Zealot

Rare fanatics and mystics devoted to one of the paraelements (**magma**, **rain**, **silt**, and **sun**), the elements these zealots serve only care about one thing — increasing their presence on Athas. The psychology and motivations of those who pledge their fealty to one of the paraelements are somehow even more alien than those who worship the holy elements, and they often make bizarre or seemingly illogical choices.

Chosen Element: Each paraelemental zealot must choose a paraelement (**magma**, **rain**, **silt**, or **sun**) at character creation.

Weapons: All weapons. A paraelemental cleric cares little about the material that composes their possessions, but may have a strange fixation on its color (magma: dark red; rain: black or dark blue; silt: beige; sun: desert yellow).

Armor: All armor and shields.

Hit Points: 1d6 per level.

Languages. You know Primordial.

Command Undead. You know the *command undead* spell, and it doesn't count toward the number of spells you know. When you cast it, you brandish a small amount of your chosen paraelement.

Manifest Paraelement. You can make a spellcasting check to manifest a small amount of the paraelement you worship. It is harmless, and it fills both of your hands.

Spellcasting. You can cast priest spells you know.

You know two tier I priest spells of your choice from the priest spell lists for your **chosen paraelement** or from the **cosmos** list. These lists are found in Chapter Ten of this book.

Each time you gain a level, you choose new priest spells to learn according to the **Paraelemental Priest Spells Known** table.

Paraelemental Priest Spells Known

Elemental Priest Spells Known By Spell Tier

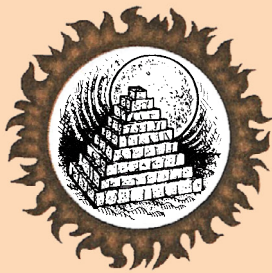
Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2

For more information. Paraelemental clerics are found in the 2e Dark Sun supplement *Earth, Air, Fire, and Water*. The section paraelemental clerics is a great read for anyone interested in these unusual priests.



Paraelemental Zealot Talents

2d6	Effect
2	Gain advantage on casting one spell you know.
3-7	+1 to priest spellcasting checks.
8-9	+1 to melee or ranged attacks.
10-11	+2 to Constitution or Wisdom stat.
12	Choose a talent or +2 points to distribute to stats.



Character Classes

Druid

Solitary protectors of nature itself, every Athasian druid has a deep connection to one geographic feature. Called their **Guarded Lands**, this location could be a featureless stretch of open desert, a small stand of scrub grass, or a tiny, isolated oasis. Druids nevertheless travel and adventure, but their first duty is to see that the resources of their guarded lands are protected and not abused.

Guarded Lands. You choose one landmark or feature of the Athasian countryside to be your Guarded Lands. While within these lands, you may make yourself undetectable, so long as you do not move or cast spells. You can also live without water or food while on your guarded lands, drawing your life energy directly from the region itself.

Chosen Element. A druid must choose **one element** or **one paraelement** as their primary element. This element or paraelement should relate in some way to the natural features of your guarded lands, which are the true source of your power.

Elemental Features of Guarded Lands

Element	Guarded Land Features
Air	The skies over any area, a mountain peak, a windy canyon, or any prevailing wind pattern
Earth	Mountains, hills and the valleys between, grottos, any expanse of land
Fire	Dry grasslands, boiling tar pits, ashen wastes
Water	An oasis, cistern, spring, waterfall, or other water feature
Magma	A volcano or lava field
Rain	Anywhere that receives rain once a month, like a portion of the Forest Ridge
Silt	Any part of the Sea of Silt or one of its islands, quicksand pools
Sun	Anywhere exposed to the sky

Weapons: All non-metal weapons

Armor: All non-metal armor and shields

Hit Points: 1d6 per level

Animal Speaker. You know the *speak with animals* spell, and it doesn't count toward the number of spells you know.

Wild Shape. You can change into **one animal** a number of times per day equal to your **Wisdom modifier**. This creature must be common to your guarded lands. You take on all the physical characteristics of the animal with the exception of **hit points**, which remain your original total. If you are knocked unconscious while wild shaped, you revert back to your natural form. Any damage you take while in your animal form carries over to your original form. You cannot speak or use magic while wild shaped.

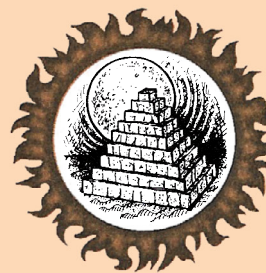
Animals Common to Guarded Lands

Terrain	Animal
Forest	Erdland, Erdlu, Hurrum, Inix, Kank, Lirr
Verdant Belt	Erdland, Erdlu, Hurrum, Inix, Kank, Lirr
Scrub Plains	Erdland, Erdlu, Hurrum, Inix, Kank, Kluzd, Lirr
Stony Barrens	Cilops, Crodlu, Erdland, Erdlu, Hurrum, Inix, Kank, Lirr
Rocky Badlands	Erdland, Erdlu, Hurrum, Inix, Kank, Kluzd, Rasclinn
Mountains	Erdland, Erdlu, Hurrum, Inix, Kank, Lirr, Tigone
Sandy Wastes	Antloid, Crodlu, Erdland, Erdlu, Hurrum, Inix, Kank, Kluzd, Tagster
Salt Flats	Cilops, Erdland, Erdlu, Hurrum, Inix, Kank
Sea of Silt	Erdland, Erdlu, Floater, Hurrum, Inix, Kank

Spellcasting. You can cast priest spells you know.

You know two tier I priest spells of your choice from the priest spell list for your **chosen element** or from the cosmos spell list. These lists are explained in Chapter Ten of this book.

Character Classes



Each time you gain a level, you choose new priest spells to learn according to the **Druid Spells Known** table. The only limitation is you cannot learn Tier 4 and Tier 5 spells of your chosen element or paraelement like Elemental Priests or Paraelemental Zealots can.

Druid Spells Known

Druid Spells Known By Spell Tier

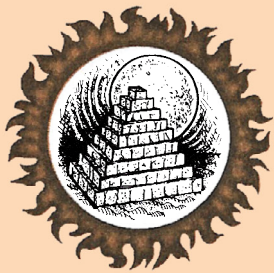
Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2

For More Information. This version of the druid is an attempt at a synthesis of the modern 5e druid with its 2e antecedent and the simplified design goals of *ShadowDark*. Both the *Dark Sun Boxed Set* and *Earth, Air, Fire, and Water* have extensive setting information about druids and their significance to the fragile ecosystems of Athas.

Druid Talents

2d6	Effect
2	Gain advantage on casting one spell you know.
3-7	+1 to melee or ranged attacks.
8-9	+2 to Dexterity or Wisdom stat.
10-11	Learn one additional wild shape of an animal common to your guarded lands.
12	Choose a talent or +2 points to distribute to stats.





Character Classes

Psionicist

A psionicist uses their own mental energies to affect the people, animals, and environment around them. Psionic powers are not magical in nature, and do not draw on the same energies that fuel arcane and divine spells.



Weapons: Club, crossbow, dagger, short bow, spear, short sword, warhammer

Armor: Leather armor, shield. Psionicists cannot use their psionic powers if they wear a helm.

Hit Points: 1d4 per level.

Mind Reader. You know the ESP psionic power. It doesn't count toward the number of your known psionic powers.

Psionics. You can use psionic powers you know. You know three tier I psionic powers of your choice from the psionic powers list.

Each time you gain a level, you choose new psionic powers to learn according to the **Psionic Powers Known** table.

For using psionic powers, see Psionics in Chapter Eleven.

Psionic Powers Known

Psionic Powers Known By Psionic Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	4	3	2	1
10	4	4	3	2	2

For More Information. The Psionicist as it appears in this work is directly inspired by the AD&D 2e Psionicist class. While *The Complete Psionics Handbook* and the original *Dark Sun Boxed Set* have a lot to say about 2e's complex psionics mechanics, *The Will and the Way* is a much more flavorful treatment of psionics specific to the world of Athas. All three are available for purchase in PDF and print-on-demand formats on DMsGuild.

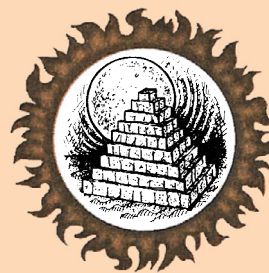
Psionicist Talents

2d6

Effect

- 2 Gain advantage on activating one psionic power you know.
- 3-7 +2 to Wisdom or Constitution stat.
- 8-9 +1 to psionic power activation checks.
- 10-11 Learn one additional psionic power of any tier you know.
- 12 Choose a talent or +2 points to distribute to stats.

Character Classes



Templar

Templars are devotees of one of the sorcerer-kings. Within the sorcerer-king's governments and armies, they serve in a host of bureaucratic and leadership roles, enforcing their ruler's laws with brutal callousness. In exchange for this loyalty, the sorcerer-kings grant the templars the ability to cast clerical spells. Such service has its drawbacks however, as the sorcerer-king can withdraw this blessing on a whim.

Weapons: All weapons.

Armor: All armor and shields.

Hit Points: 1d6 per level

Sorcerer-King Patron. You must choose one of the sorcerer-kings as your patron. If you lose your patron's favor, or if that sorcerer-king should fall from power or be killed, you lose the ability to cast spells.

Secular Official. You are familiar with the laws and bureaucratic operations of your sorcerer-king's city-state. While in this city-state or among citizens or followers of your sorcerer-king, you have advantage on any attempts to intimidate, persuade, or otherwise influence intelligent humanoid.

Command Undead. You know the *command undead* spell, and it doesn't count toward the number of spells you know.

Spellcasting. You can cast priest spells you know, so long as you retain the favor of your sorcerer-king. When you cast a spell, your sorcerer-king gains a general sense of your location.

You know one tier I priest spell of your choice from the priest spell lists. As a templar, you can learn any **cosmos** spell, and any spell from any of the **elemental** (air, earth, fire, and water) lists. You cannot learn paraelemental spells. These lists are found in Chapter Ten of this book.

Each time you gain a level, you choose new priest spells

to learn according to the Templar Priest Spells Known table.

Templar Priest Spells Known

Elemental Priest Spells Known By Spell Tier

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	3	-	-	-	-
4	3	1	-	-	-
5	3	2	-	-	-
6	3	2	-	-	-
7	3	3	1	-	-
8	3	3	2	-	-
9	3	3	3	1	-
10	3	3	3	2	-

For More Information. The *Revised Dark Sun Boxed Set* removed the templar as a character class (a reasonable approach since most of the sorcerer-kings were dead at that point), but the original *Boxed Set* discusses the player class at length, while *Earth, Air, Fire, and Water* has specific detail on templars of each city-state. While 2e's Templar is a thematic antecedent to 5e's warlock, they were originally a clerical class with a slightly slower experience and spell progression. The version presented here reflects this.

Templar Talents

2d6	Effect
2	Gain advantage on casting one spell you know.
3-7	+1 to priest spellcasting checks.
8-9	Learn one additional allowed priest spell of a tier you know.
10-11	+2 to Strength, Wisdom, or Charisma stat.
12	Choose a talent or +2 points to distribute to stats.

Chapter Five: Background and Languages

Athasian Backgrounds

- 1 Bandit. You were raised by raiders in a desert outpost.
- 2 Beggar. You grew up penniless in the slums of one of the city-states.
- 3 Enslaved. You have been owned by someone, and will do anything to win and keep your freedom.
- 4 Entertainer. Your guardians taught you to perform at an early age.
- 5 Exile. As a result of some slight or transgression (actual or perceived) you were banished from your home city-state, village, or tribe.
- 6 Hermit. You were raised by a solitary being, far from civilization.
- 7 Gladiator. You were raised to fight in the arena.
- 8 Merchant. You travel between the city-states, selling your goods and services.
- 9 Mercenary. You'll pledge your loyalty to anyone, for a price.
- 10 Mystic. You believe that the most important parts of existence transcend the physical world.
- 11 Noble. You come from a life of privilege, and on some level, know that you're better than your fellows.
- 12 Outlaw. You're a criminal — at least according to the leaders of one very powerful city-state or tribe.
- 13 Protector. You grew up in a protected oasis, and will do anything to preserve or avenge it.
- 14 Scholast. You're desperate for the lost knowledge of ages past.
- 15 Soldier. You fight for one of the sorcerer-kings, and follow the orders of his templars.
- 16 Spy. You secretly report to some powerful individual with their own schemes, like a templar, great druid, or tribal chieftain.
- 17 Veiled Alliance. You're a member of the Veiled Alliance, doing everything you can to oppose the sorcerer-kings, defilers, and those who would further destroy Athas's ecosystem.
- 18 Wanderer. Your home is where you lay your head, and often that's in the wilderness.
- 19 Yeoman Farmer. While you're not a slave, you nevertheless work day in and day out to subsist on what you can grow from the parched earth.
- 20 Worshiper. You've devoted your life to something bigger than yourself — one or all of the holy elements, one of the paraelements, or one of the sorcerer-kings.

Languages

Common Languages

Language	Who Speaks It
Common	Most Humanoids
Dwarvish	Dwarves
Elvish	Elves
Halfling	Halfling

Rare or Unusual Languages

Aarakocra	Aarakocra
Anakore	Anakore
Belgoi	Belgoi
Braxat	Braxat
Ettercap	Ettercaps
Giant	Giants
Gith	Gith
Jozhal	Jozhal
Primordial	Elementals and Their Priests
Thri-Kreen	Thri-Kreen and other Intelligent Insectoids

Languages of Extinct Creatures

Gnomish	Gnomes
Goblin	Bugbears, Hobgoblins, Trolls
Kobold	Kobolds
Lizard Man	Lizard Men
Orcish	Orcs
Sylvan	Fey Creatures like Centaurs and Pixies
Wemic	Wemics



Chapter Six: Gear

Athas is a metal-poor world. This means that all items made of metal are significantly more expensive than those found on other worlds. On the other hand, items made of processed bone, clay, hide, scales, and wood are significantly more common (and therefore cheaper).

Currency and the Ceramic Piece

While the sorcerer-kings and some wealthy merchant houses mint gold coins, in most common form of currency is the **ceramic piece**. Crafted from common clay, these coins are glazed in distinctive colors and patterns before being fired in a kiln. 100 ceramic pieces (cp) are worth 1 gold piece.

Barter

Although Athasian traders accept ceramic pieces, and transactions among the rich may take place in gold, a fair amount of the exchange of goods actually takes place without any coin changing hands. Instead, the parties

barter, exchanging a negotiated amount of goods for another amount of goods.

PCs who wish to barter do so over three rounds. Each side of the negotiation **rolls 2d6** and add the **Charisma score** (not the modifier) of their chief negotiator. The winner takes down the price of the loser's barter by **10%**. Either party may end the barter at this point, but it is their last chance to pull out.

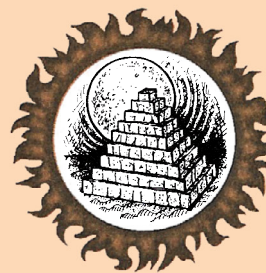
If the parties continue to engage in barter, they repeat the roll two more times, the loser always reducing the price of their goods on each round by 10%.

Once these rolls are completed, the transaction occurs. Neither party can back out after the first round.

Gear Slots and Armor Class

When you create a character, your Gear Slots and Armor Class follow the rules given in the *ShadowDark* RPG.





Starting Gear

1st-level characters start with **2d6 x 10 cp** and **1d4** of the following items:

Starting Gear

d12

Gear

- | | |
|----|--------------------|
| 1 | Oil, flask |
| 2 | Rations (3) |
| 3 | Dagger, Bone |
| 4 | Fire Kit |
| 5 | Staff |
| 6 | Dejada |
| 7 | Rope, Giant's Hair |
| 8 | Alhulak |
| 9 | Sun balm |
| 10 | Torch |
| 11 | Filter mask |
| 12 | Desert Clothing |

Gear Descriptions

Items not described in this section have analogous descriptions to those found in the ~~ShadowDark~~ RPG.

Desert Clothing

Loose robes in light colors. Wearing desert clothing allows you advantage on any checks related to exhaustion as a result of overland travel in desert terrain.

Distillation Kit

Allows you to separate moisture from potentially contaminated wastes or other toxic fluid. Using this for 12 hours produces one I ration.

Filter Mask

Provides protections from dust storms and the like. Gives the wearer advantage to any checks related to breathing in these environments.

Fire Kit

Allows a PC to start a fire. Normally reusable.

Rope, Giant's Hair

Incredibly tough rope woven from twined giant's hair. Requires 20 damage to cut.

Sun balm

Protects exposed skin from the sun. Gives advantage for one day to resist the effects of sunstroke and the like.

Athasian Gear

Item	Cost	Quantity Per Gear Slot
Arrows (20)	1 cp	1-20
Backpack	2 cp	1 (first one free)
Caltrops (one bag)	1 cp	1
Ceramic Piece (Coin)	1 cp	100 (first 100 free)
Crossbow Bolts (20)	1 cp	1-20
Desert Clothing	10 cp	1
Distillation Kit	50 cp	3
Filter Mask	1 cp	1
Fire Kit	1 cp	1
Flask or bottle	1 cp	1
Grappling Hook	1 cp	1
Oil, flask	1 cp	1
Pole	1 cp	1
Rations (3)	1 cp	1 per ration
Rope, 60'	1 cp	1
Rope, Giant's Hair, 60'	10 cp	1
Sun balm	50 cp	1
Torch	1 cp	1

Chapter Seven: Armor and Weapons

A player's selection of weapons, armor, and shields are constrained both by the scarcity of metal on Athas, as well as the limited development of their society's economy and productive capacity.

Armor and Shields

Metal armor (chainmail and plate mail) is virtually unknown on Athas. It is often prohibitively expensive for adventures, and its wearers quickly become exhausted in the world's extreme heat.

Fortunately, Athasian armorers have learned to craft armors from alternative materials, such as bone, hide, chitin, or even giant's hair. Shields, likewise, are not made from metal, but rather layers of leather stretched over a bone or wooden frame, or even the chitin of large insects.

The **Athasian Armor** table replaces the Armor table found in the **ShadowDark** RPG.

Wearing Metal Armor

In combat, characters who wear metal armor during the daytime have disadvantage to all attacks and checks after the first round of combat. This condition persists until they complete a rest.

Weapons

Metal is scarce on Athas, and metal weapons are consequently rare and valuable. The vast majority of weapons are instead made from bone, obsidian, stone, or wood.

The **Athasian Weapons** table replaces the Weapons table found in the **ShadowDark** RPG.

Weapon Materials

Some nonmetal weapons are not as effective in combat as their metal counterparts. When used in combat, these nonmetal weapons suffer a reduction to their attack and damage rolls. Weapons that suffer these penalties are indicated on the **Athasian Weapons** table with an asterisk (*).

Athasian Armor

Item	Cost	Gear Slots	AC	Material	Properties
Padded Armor	5 cp	1	11 + DEX mod	Cloth and Giant's Hair	Disadvantage on swim
Leather Armor	10 cp	1	11 + DEX mod	Leather	-
Studded Leather Armor	45 cp	1	12 + DEX mod	Leather, Bone	-
Hide Armor	10 cp	1	13 + DEX mod	Mekillot or Braxat Hide	-
Scale Mail	50 cp	2	14 + DEX mod	Chitin or Inix Shell	Disadvantage on stealth, swim
Chainmail	7,500 cp	2	15	Metal	Disadvantage on stealth, swim
Plate Mail	150,000 cp	3	16	Metal	No swim, disadvantage on stealth
Shield	10 cp	1	+2	Leather and Bone or Chitin	Occupies one hand

Weapon Breakage

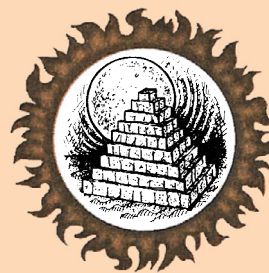
Bone, obsidian, and stone weapons frequently break during combat. Whenever a creature rolls the highest possible result on their damage die with one of these weapons, they must roll a d6. Their weapon breaks on a result of 1, and can no longer be wielded in combat. Weapons that are subject to this property are indicated on the **Athasian Weapons** table with a (B).

Weapon Descriptions

Alhulak

A kind of flail, with a four-tined grappling hook on one end.

Armor and Weapons



Cahulaks

A length of rope with a four-bladed hook at either end. This can be held and used at close range, held and thrown, or the entire weapon can be thrown.

Carrikal

Carved from the jawbone of a mekillot, this weapon resembles an axe with twinned forward-facing blades.

Chatkcha

Invented by the thri-kreen, this is a throwing wedge that returns to the welder if it misses its target.

Dejada

This is a kind of scoop used to hurl stones and other projectiles. It fits over the wielder's hand like a glove.

Dragon's Paw

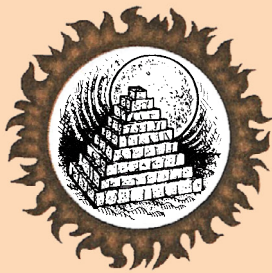
A double-bladed polearm, with more blades over a central the hand-guard. Popular in the arenas of Tyr and Urik.

Gouge

Developed by Nibenay's army, this is a wide shovel-like blade on a 3-foot-long shaft of wood with handles and grips at the base and behind the blade. It is usually



1. Dragon Paw; 2. Trikal; 3. Carrikal; 4. Chatkcha; 5. Wrist-razors; 6. Cahulaks; 7. Alhulak; 8. Gouge; 9. Dejada; 10. Tortoise Blade; 11. Lotulis; 12. Gythka



Armor and Weapons

carried with a shoulder-strap.

Gythka

A thri-kreen polearm with blades at either end, it can also be thrown.

Lotulis

A polearm with a short shaft and characteristic crescent blades at each end.

Puchik

A punching dagger with a perpendicular grip below a handguard.

Tortoise Blade

Originally crafted from the shell of a tortoise, these weapons are as often as not now made from bone or chitin. A short blade is set on top of this weapon, which can be used as both a shortsword and a shield.

Trikal

A weighed polearm with a heavy, tri-bladed head.

Wrist-razor

Three sharp blades affixed to a bracer or gauntlet. Popularized by the famous Tyrian gladiator Lo-Gan.

Weapon Entries

Material. The materials used to construct the weapon. Slashes indicate different versions of a weapon by material, and correlate with increased costs.

Cost. The cost in ceramic pieces of a weapon. If multiple costs are indicated, they correlate with the various materials that can be used to construct the weapon.

Type. Indicates a Melee (M) or Ranged (R) weapon.

Range. Indicates the weapon's striking range, Close (C), Near (N), or Far (F).

Damage. The amount of damage done on a hit. If an asterisk (*) is indicated after the damage and your weapon is not made of metal, this damage is modified by the penalties for using nonmetal weapons. Weapons that do not feature an * in the damage column are unaffected by this rule, regardless of composition.

Weapon Effectiveness

Weapon Material	Attack and Damage Penalty
Metal	0
Bone, Stone or Obsidian	-1
Wood	-2

Weapon Properties

Breakable (B). If your weapon has this property and is not made of metal, you must check for weapon breakage if you score maximum damage on a hit.

Defensive (D). You gain +1 AC while you wield this weapon without a shield.

Finesse (F). You can use your Strength or Dexterity when attacking with this weapon.

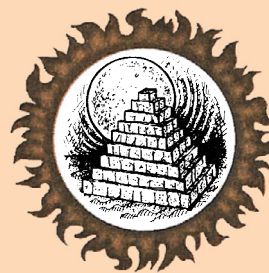
Loading (L). You must forgo moving to reload this weapon.

Thrown (Th). You can throw this weapon to make a ranged attack.

Two-handed (2H). You must use two hands to wield this weapon.

Versatile (V). You can use one or two hands when you attack with this weapon, using the higher die if you're using two.

Athasian Weapons



Athasian Weapons

Weapon	Material	Cost	Type	Range	Damage	Properties
Alhulak	Rope and Bone	9 cp	M	C	1d6	F
Bastard Sword	Wood/Bone/Obsidian/Metal	100/300/ 500/1,000 cp	M	C	1d8/1d10*	B, V, 2 slots
Cahulaks	Bone, Wood and Rope	12 cp	M/R	C/N	1d6	Th
Carrikal	Bone	8 cp	M	C	1d8	-
Chatkcha	Crystal	1 cp	R	N	1d6	Th
Club	Wood	2 cp	M	C	1d4	-
Crossbow	Wood	8 cp	R	F	1d6	2H, L
Dagger	Bone/Obsidian/Metal	30/50/100 cp	M/R	C/N	1d4*	B, F, Th
Dejada	Wood	10 cp	R	N	1d8	L
Dragon's Paw	Wood and Bone/ Obsidian / Metal	15/25/40 cp	M	C	1d6/1d8*	B, D, V, 2 slots
Greataxe	Wood and Bone/Obsidian/Metal	300/500/1000 cp	M	C	1d8/1d10*	B, V, 2 slots
Greatsword	Metal	1,200 cp	M	C	1d12	2H, 2 slots
Gouge	Wood and Bone or Chitin	6 cp	M	C	2d6	2H, 2 slots
Gythka	Wood and Crystal	6 cp	M/R	C/N	1d8	D, 2H, 2 slots, Th
Javelin	Wood and Bone or Obsidian	1 cp	M/R	C/F	1d4	Th
Longbow	Wood	8 cp	R	F	1d8	2H
Longsword	Wood/Bone/Obsidian/Metal	90 / 270 / 450 / 900 cp	M	C	1d8*	B
Lotulis	Wood and Obsidian	15 cp	M	C	1d10	D, 2H, 2 slots
Mace	Wood and Stone / Metal	150 / 500 cp	M	C	1d6	B
Puchik	Bone or Obsidian	6 cp	M	C	1d6	-
Shortbow	Wood	6 cp	R	F	1d4	2H
Shortsword	Wood/Bone/Obsidian/Metal	70 / 210 / 350 / 700 cp	M	C	1d6	B
Staff	Wood	1 cp	M	C	1d4	2H
Tortise Blade	Bone or Chitin and Bone, Stone, or Metal	6 / 12 / 24 cp	M	C	1d6	Can be used as a shield
Trikal	Wood and Bone / Obsidian / Metal	4 / 8 / 40 cp	M	C	1d10	2H, 2 slots
Warhammer	Wood and Stone / Metal	500 / 1,000 cp	M	C	1d10	B, 2H
Wrist-razor	Leather and Obsidian / Metal	10 / 100 cp	M	C	1d4	F

Chapter Eight: Defiling and Preserving

The environment of Athas has reached its current precarious state due in large part to the careless use of arcane magic by wizards over the last several millennia.

Every time a wizard casts a spell, they are faced with a choice — they can choose to draw the energy for their spell from the environment around them in a subtle and careful fashion, sacrificing magical potential to protect the living things there. This is the art of the **Preserver**.

Should a wizard decide instead to ignore the costs of their magic, and take for themselves the power that sustains the living things around them, their spells become much more effective. This is the way of the **Defiler**. Defiling spells turn vegetation to ash, sicken creatures, and over time even take their toll on the body of the wizard itself.

Defiling is a fundamentally evil act. All good folk — as well as anyone who doesn't want the world around them to suffer the deleterious effects of magic — loathe defilers. Usually, people do everything in their power to root them out.

Since all wizards can potentially defile, many folks make little distinction between those who wield magic in harmony with nature and those who abuse it. As a result Athasian society at large distrusts all wizards at best and actively hates them at worst. Most wizards go to great pains to conceal their magical abilities.

The Effects of Preserving

To **preserve**, a spell must be cast **without advantage**, even when casting with advantage is available to the wizard. Casting a spell with advantage **always** defiles, just as if the would-be preserver made the conscious choice to become a defiler.

The Effects of Defiling

Any wizard can choose to **defile** when they make a

spellcasting check. Doing so gives them **advantage** on that check.

Effects on Surrounding Vegetation

Defiling destroys all vegetation around the spellcaster in a radius determined by its abundance in the area and the level of the spell cast. See the **Defiler Vegetation Destruction** table. All vegetation within the given area is turned into **sterile ash** of a distinctive black and grey color. All life-giving nutrients are also eliminated from the soil, so that it is impossible to grow anything within this area again.

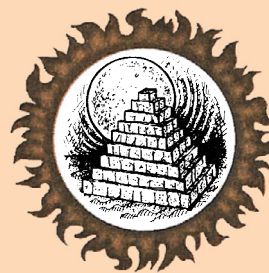
Defiling Vegetation Destruction (Radius in Feet)

Terrain Type	Spell Level				
	1	2	3	4	5
Silt Sea	40	60	75	90	120
Salt Flats	30	45	60	75	90
Sandy Wastes	30	45	60	75	90
Mountains	20	25	30	35	35
Rocky Badlands	20	25	30	35	35
Stony Barrens	20	25	30	35	35
Scrub Plains	10	15	20	20	25
Verdant Belts	5	10	10	15	15
Forests	5	5	10	10	15

Effects on Living Creatures

Additionally, any living creature within this radius (other than the wizard who defiled) immediately realizes that a defiling spell has been cast. While they don't take any damage, they must succeed on a **Constitution check**. The **DC** of this check equals **10 + twice the level of the spell being cast**. If a creature fails this check, they receive **disadvantage** on all checks until the start of the defiler's next turn.

Defiling and Preserving



Effects on the Defiler

There is a final consequence of defiling — that which affects the defiler themselves. Every time a wizard defiles and scores a **critical success** on a **spellcasting check**, the spell takes effect and the defiler receives the normal benefits of a critical success. However, the defiler also rolls **1d10 + the level of the spell cast** and permanently suffers the effects given for that result on the **Defiler's Signifier** table.

Over their careers, long-time defilers have likely accrued several of these conditions. As a result, defilers are often easily identified if they do not take great pains to conceal their afflictions.

Author's Note. In the version of *Dark Sun* presented in the original *Boxed Set*, a wizard choose to be a **defiler** or **preserver** at character creation. Preservers were never subject to the temptation to defile — they made their decision, and they were stuck with it. Later supplements, specifically *Defilers and Preservers*, modified this system to allow preservers to make the choice to defile, subject to limitations.

For roughly three decades, I have never been satisfied with these overly deterministic restrictions. They're a poor fit for the presentation of defilers and preservers found in *Dark Sun* fiction. But more importantly, they remove a significant amount of player agency and the kind of drama involved in a player's desperate attempt to defile.

I know of nothing precisely like the **Defiler's Signifier** table in official 2e sources. It is inspired by the physiological effects of defiling portrayed in the novels, but more significantly by Tom Baxa's evocative depictions of defilers.

Defiler's Signifier

Roll
+ Mod.

Signifier

- | | |
|----|---|
| 2 | Your skin takes on a waxy, sallow aspect. |
| 3 | A noticeable part of your eyes changes to a color that is unusual and bizarre for your ancestry. |
| 4 | Your fingernails slough off. This has no effect from a game mechanics perspective, but it is painful and unsightly. |
| 5 | You develop an awful rash or other skin condition over the next 2d12 hours. |
| 6 | You can no longer speak normally. Instead, you rasp in a hoarse whisper. |
| 7 | Your extremities — the tips of your fingers, tops of your ears, and end of your nose, take on the distinctive color of the ash created when you defile. |
| 8 | All the hair on your body falls out over the next 1d6 hours. If you are normally hairless, you instead develop at least one bizarre growth of hair somewhere obvious to others. |
| 9 | Your teeth (or mandibles if thri-kreen) rapidly decay over the next 2d4 hours. While they remain functional, most people find them disgusting. Your breath is truly awful. |
| 10 | A part of your body becomes disturbingly and incongruously emaciated or distended. |
| 11 | Your nose gradually falls off over 1d6 rounds. |
| 12 | You talk about yourself in the third person, and can no longer refer to yourself in the first person. |
| 13 | Your eyes burst in your head, and the grey-black ooze they leave behind runs down your cheeks. You can somehow still see, but your eyes are now empty black sockets. |
| 14 | Roll twice and combine both Signifiers (Reroll any further 14s). |
| 15 | The next time you finish a rest, you become undead. You look like a rotting corpse, and you smell like a rotting corpse. |





Chapter Nine: Using Minstrel Poisons

Minstrels use their mastery of poisons to gain a subtle edge in combat, and to aid in their clandestine intrigues.

Minstrel Poisons Table

Roll	Class	Method	Damage	Additional Effect
2	A	Injury	1d6	—
3	B	Injury	1d4	Paralysis 1d4 rounds
4	C	Injury	2d4	—
5	D	Injury	1d4	Charmed 1d6 rounds
6	E	Injury	1d10	Death, LV 4 and below
7	F	Ingested	2d8	Death, LV 6 and below
8	G	Ingested	0	Deep Sleep, can be woken normally
9	H	Ingested	2d6	Paralysis, 1d8 hours
10	I	Ingested	2d10	Death, LV 8 and below
11	J	Ingested	0	Permanent loss of one known spell or psionic power
12	K	Contact	0	Blindness, 4d6 hours
13	L	Contact	0	Disadvantage on all spellcasting checks for 24 hours
14+	M	Contact	4d6	Death, LV 10 or less

Preparing A Poison

To **prepare** a poison you know, you must make a poisoner check by rolling 1d20 + your Intelligence modifier. The **DC** equals 10 + the roll needed to learn that poison on the Minstrel Poisons Table.

Results

If you **succeed** on your poisoner check, you successfully create one application of the poison.

If you **fail** your poisoner check, you fail to create that poison. You can't attempt to create that poison again until you complete a rest.

If you roll a natural 20 (a **critical success**) on your poisoner check, you may double one of the numerical effects of that specific application of poison.

If you roll a natural 1 (a **critical failure**) on your poisoner check, you fail to create the poison. You must immediately roll on the poisoner mishap table.

Applying a Poison

It takes one round to apply a poison or otherwise ready it for use. An application of a poison loses its effectiveness once it is delivered to a creature. A poison also ceases to be effective **24 hours after its preparation**.

Poison Attributes

Class

This is a shorthand method of categorizing a minstrel poison.

Method

This is the way that a minstrel poison must be delivered to take effect.

Injury poisons are delivered to a creature when they are hit with a weapon to which they have been applied.

Ingested poisons are only delivered if they are swallowed or eaten.

Contact poisons are effectively delivered if a creature is injured, if it ingests the poison, or if a creature touches the application of the poison in any way.

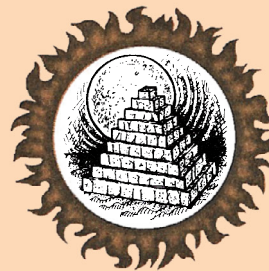
Damage

This is the amount of damage, if any, that a creature suffers when a poison is delivered to them.

Additional Effect

These are additional effects that a creature automatically suffers when the relevant minstrel poison is delivered.

Using Minstrel Poisons



Poisoner Mishaps

Roll (d12)

Effect

- 1 Catastrophic Failure! Roll twice and combine both effects (Reroll any further 1s).
- 2 Noxious! The fumes from your concoction cause you fall unconscious for 1d6 rounds.
- 3 Marked! The chemicals you used to make this dose of poison were tainted, and as a result of your contact with them, your skin is obviously stained or otherwise marked for 1d6 days.
- 4 Blinded! As you try to figure out where you went wrong in your attempt, poison gets in your eyes. You are blinded for 1d6 hours.
- 5 Explosion! The mixture is volatile. It explodes upon completion, doing 1d6 damage to everyone within close range of you.
- 6 Rank! In your attempt to create poison, you accidentally create an incredibly foul-smelling substance. It is impossible for you to hide from creatures with a sense of smell for 1d4 days, or until you take a bath.
- 7 Mind blowing! The ingredients you've used in this attempt contain latent psionic impressions. For the next 24 hours, creatures using psionic powers to affect you have advantage on their Psionic Power checks.
- 8 Oops! You accidentally contaminate the area with your virulent ingredients. One of your allies suffers the effects of the poison you intended to create, as if it had been delivered to them normally.
- 9 Enticing! The smell of your failed attempt attracts the attention of one creature of LV 5 or a pack of LV 3 creatures. They rush towards your location, and attack within 1d10 rounds.
- 10 Sozzled! The ingredients have absorbed through your skin, and your mental faculties have become impaired. For the next 12 hours, your Intelligence score is reduced to 4.
- 11 Repulsed! Whatever you ended up making was so terrible, you realize you never properly understood it in the first place. You permanently lose the ability to make that poison.
- 12 Blurrph! You have created life, and it hates you. A hostile black pudding congeals next to you.



Chapter Ten: Priest Spells

Learning Priest Spells

Druids, Elemental Priests and Paraelemental Zealots learn priest spells as described in the ~~ShadowDark~~ rulebook with a few modifications.

All of the priest spells listed in the ~~ShadowDark~~ core book are available to all druids, elemental priests and paraelemental zealots, with **three exceptions**. The spells *control water*, *flame strike*, and *pillar of salt* are **only available** to priests who profess certain elements or paraelements.

Within the context of the World of Dark Sun, priest spells that are available to all elemental faiths are called **cosmos spells**.

In addition to cosmos spells, this book also describes a host of new priest spells. Five of these (*conjure lesser elemental*, *conjure greater elemental*, *elemental forbiddance*, *speak with animals*, and *speak with plants*) are cosmos spells, while the rest of the spells are restricted to those druids or priests of certain elemental/paraelemental devotions.

An **elemental priest** or **paraelemental zealot** can only learn **cosmos spells**, and spells that are allowed to their **chosen element** or **paraelement**.

A **druid** can only learn **cosmos spells**, and **Tier I**, **Tier 2** and **Tier 3** spells that are allowed to their **chosen element** or **paraelement**.

Casting Priest Spells

Priest spells are cast as described in the ~~ShadowDark~~ core book. When a druid, priest or zealot has to perform ritualistic penance, the **sacrifice values** given in gold pieces (gp) become an equal number of ceramic pieces (cp) for priests in Dark Sun.

Priest Spells by Tier

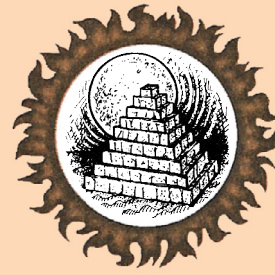
Tier I

Element	Spell Name
Cosmos	Speak with Animals
Air	Gust of Wind
Earth	Magic Stone
Fire	Everburning Fire
Water	Create Water
Magma/Rain/ Silt/Sun	Command Undead
Magma	Melt
Rain	Fog Cloud
Silt	Transmute Water to Silt
Sun	Blinding Spark

Tier 2

Element	Spell Name
Cosmos	Conjure Lesser Elemental
Air	Air Lens
Air	Noxious Breath
Earth	Sand Spray
Earth	Spike Growth
Fire	Flame Blade
Fire	Heat Metal
Water	Coat of Mist
Water	Find Water
Magma	Flame Blade
Rain	Coat of Mist
Silt	Silt Breathing
Sun	Air Lens

Priest Spells



Tier 3

Element	Spell Name
Cosmos	Elemental Forbiddance
Cosmos	Speak with Plants
Air	Call Lightning
Air	Steal Breath
Earth	Crumble
Earth	Stone Shape
Fire	Fire Trap
Fire	Heat Exhaustion
Water	Water Breathing
Water	Water Lungs
Magma	Transmute Rock to Magma
Rain	Acid Rain
Silt	Water Lungs
Sun	Heat Exhaustion

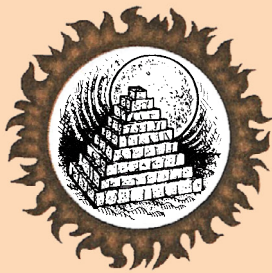
Tier 4

Element	Spell Name
Cosmos	Conjure Greater Elemental
Air	Wall of Wind
Earth	Pillar of Salt (as ShadowDark RPG)
Fire	Flame Strike (as ShadowDark RPG)
Water	Control Water (as ShadowDark RPG)
Magma	Flame Strike (as ShadowDark RPG)
Rain	Control Water (as ShadowDark RPG)
Silt	Whirlpool of Doom
Sun	Create Mirage



Tier 5

Element	Spell Name
Air	Sirocco
Earth	Earthquake
Fire	Fire Storm
Water	Dehydrate
Magma	Eruption
Rain	Extreme Weather
Silt	Glasstorm
Sun	Sunstroke



Priest Spells

Tier I Priest Spells

Blinding Spark

Tier I, priest (sun)

Duration: Instant

Range: Near

You open a tiny portal to the paraelemental plane of Sun, creating a blinding spark in the face of one creature. The creature is blinded until the beginning of your next turn. They have disadvantage on attacks rolls, and any other checks requiring sight.

Command Undead

Tier I, priest (magma, rain, silt, sun)

Duration: Focus

Range: Far

You issue a verbal command to one undead in range. This command is limited to one word, and the target obeys that command for as long as you focus.

Create Water

Tier I, priest (water)

Duration: Instant

Range: Self

Water bubbles up from your cupped hands. This spell creates enough water for 1 ration (roughly a gallon).

Everburning Fire

Tier I, priest (fire)

Duration: 8 hours

Range: Touch

One piece of wood (such as a torch or kindling for a campfire) that you touch is set alight. This elemental fire can be put out normally (at which point this spell ends), but otherwise burns for the duration of this spell.

Regardless, when this spell ends, the wooden item is consumed.

Fog Cloud

Tier I, priest (rain)

Duration: Focus

Range: Far

You create a cloud of fog. The cloud is centered at a point in range, and covers a near-sized cube. All creatures within this cube can't see beyond close range, and have disadvantage on all checks that require sight.

Gust of Wind

Tier I, priest (air)

Duration: Instant

Range: Far

One creature within range is pushed away from you, out to a far range.

Magic Stone

Tier I, priest (earth)

Duration: Instant

Range: Near

You conjure a tiny amount of elemental earth, and toss it towards a target creature, doing 1d4 damage to them.

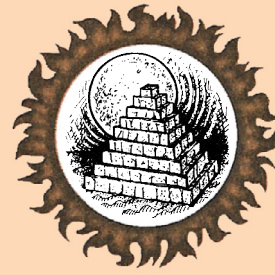
Melt

Tier I, priest (magma)

Duration: Instant

Range: Touch

You touch a piece of metal that is not being worn or carried and reduce it to molten slag. The metal rapidly cools, but anyone touching it for the next 5 rounds takes 1d6 damage.



Speak with Animals

Tier 1, priest (cosmos)

Duration: 10 minutes

Range: Self

You gain the ability to speak with and understand animals for the duration of this spell. The amount of information you can share between you is limited by the creature's awareness and intelligence.

Transmute Water to Silt

Tier 1, priest (silt)

Duration: Instant

Range: Close

You change 1 ration's worth of water (roughly 1 gallon) to silt. You do not have to see the water to use this spell; it's sufficient if you target a container within range that you suspect to contain water.

Tier 2 Priest Spells

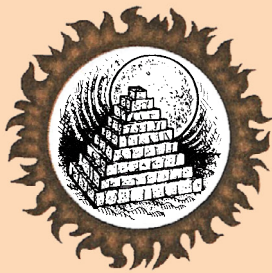
Air Lens

Tier 2, priest (air, sun)

Duration: Focus

Range: Far

You open a small portal to the plane of air (or the paraelemental plane of sun) above a creature. The portal focuses the elemental light of that place on a creature within range, doing 1d6 damage to them on your turn for every round that you maintain focus on this spell.



Priest Spells

Conjure Lesser Elemental

Tier 2, priest (cosmos)

Duration: Focus

Range: Near

You summon an elemental or paraelemental of LV 6 or less. This creature must match the type of your chosen element or paraelement. The creature is under your control and acts on your turn.

If you lose focus on this spell, the elemental/paraelemental returns to its home plane.

Statistics for air, earth, fire, and water elementals are found in the ~~ShadowDark~~ RPG. Statistics for paraelementals are found in Chapter Thirteen of this book.

Coat of Mist

Tier 2, priest (rain, water)

Duration: 10 rounds

Range: Self

A coating of mist condenses around you and your gear. Fire and sun spells cast against you fail for the duration.

Find Water

Tier 2, priest (water)

Duration: Focus

Range: Self

You become magically sensitive to the location of tiny portals to the elemental plane of water. Within 1d6 hours, so long as you maintain focus on this spell, you will discover 1d4+1 rations of water.

Flame Blade

Tier 2, priest (fire, magma)

Duration: Focus

Range: Self

You manifest a flaming sword while you maintain focus

on this spell. While you maintain focus, you can attack with this sword on subsequent rounds as if you were proficient with it. On a hit, it does 2d8 damage.

Heat Metal

Tier 2, priest (fire)

Duration: Focus

Range: Near

You make one metal item within range (including those metal items worn or held by a creature) extremely hot. Any creature in physical contact with the item at the start of their turn takes 2d4 damage.

Noxious Breath

Tier 2, priest (air)

Duration: Instant

Range: Close

You expel a breath of air that is nauseating to those around you. Every creature of LV3 or below within range is paralyzed for 1d4 rounds, as they gag and cough.

Sand Spray

Tier 2, priest (earth)

Duration: Instant

Range: Near

Glassy particles of sand or silt sprays up into the eyes of everyone within a close-sized circle within range. They are blinded for 1d6 rounds, and have disadvantage on attacks rolls, and any other checks requiring sight.

Silt Breathing

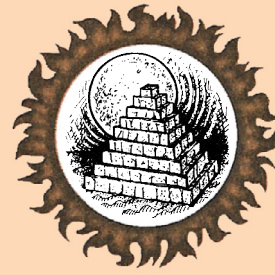
Tier 2, priest (silt)

Duration: 24 hours

Range: Near

You and up to seven willing creatures within range are

Priest Spells



able to breathe silt until the spell ends. You also retain your normal method of respiration.

Spike Growth

Tier 2, priest (earth)

Duration: 5 rounds

Range: Far

The ground within a near-sized circle erupts in earthen spikes. All creatures take 2d6 damage once per turn when they move within this area.

Tier 3 Priest Spells

Acid Rain

Tier 3, priest (rain)

Duration: 5 rounds

Range: Far

A small cloud of acidic rain forms and showers everything within a near-sized cube. All creatures within this area take 1d4 damage per round until the spell ends.

Call Lightning

Tier 3, priest (air)

Duration: Instant

Range: Far

You conjure a bolt of lightning from the air above one creature. The creature takes 3d8 damage.

Crumble

Tier 3, priest (earth)

Duration: Instant

Range: Near

One object you can see within range desiccates and crumbles into dust. This spell does not affect metal or magical items.

Elemental Forbiddance

Tier 3, priest (cosmos)

Duration: Focus

Range: Self

While you focus on this spell, your chosen element or paraelement is repelled and excluded from a near-sized cube around you.

Spells, attacks, and environmental effects that use your chosen element have no effect within this zone.

This spell has no effect on creatures, except for elementals of your chosen element or paraelement, which cannot enter the cube.

Fire Trap

Tier 3, priest (fire)

Duration: Until Discharged

Range: Touch

You trap one closable item, like a box, chest, or door. The next time this item is opened, the spell detonates, dealing 2d4 damage to every creature within a close-sized box.

Heat Exhaustion

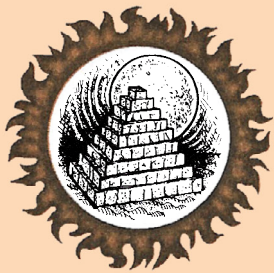
Tier 3, priest (fire, sun)

Duration: 10 rounds

Range: Far

One creature you can see becomes overheated. They take 1d6 damage when you cast this spell, and have disadvantage to all checks for the duration.

The creature can end this effect early if it spends a turn pouring one ration of water over its head.



Priest Spells



Speak with Plants

Tier 3, priest (cosmos)

Duration: 10 minutes

Range: Self

All plants within a near-sized cube centered on you gain the ability to speak to you and understand your words. They can't uproot themselves, but gain a limited form of animation, and may be able to follow your commands.

Steal Breath

Tier 3, priest (air)

Duration: Instant

Range: Far

The breath is forced from one creature's lungs. They are paralyzed until the beginning of your next turn.

Stone Shape

Tier 3, priest (earth)

Duration: Instant

Range: Touch

You can shape and form a section of stone into a new shape, so long as the affected section or ultimate result does not exceed a close-sized cube.

Transmute Rock to Magma

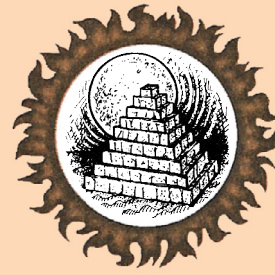
Tier 3, priest (magma)

Duration: Instant

Range: Near

A close-sized area of rock is transmuted to magma until the start of your next turn. Any creature who touches the magma takes 1d8 damage.

Priest Spells



Water Breathing

Tier 3, priest (water)

Duration: 24 hours

Range: Near

You and up to seven willing creatures within range are able to breathe water until the spell ends. You also retain your normal method of respiration.

Water Lungs

Tier 3, priest (silt, water)

Duration: Focus

Range: Near

You cause the lungs of one creature to fill with water (Priests of Elemental Water) or silt (Paraelemental Zealots of Silt). The creature has disadvantage to all checks while you maintain focus on this spell, and the creature dies in a number of rounds equal to its Constitution modifier.

This spell does not affect undead creatures, creatures that can breathe water, or creatures of LV 6+.

Tier 4 Priest Spells

Conjure Greater Elemental

Tier 4, priest (cosmos)

Duration: Focus

Range: Near

You summon an elemental or paraelemental of LV 9 or less. This creature must match the type of your chosen element or paraelement. The creature is under your control and acts on your turn.

If you lose focus on this spell, the elemental or paraelemental returns to its home plane.

Statistics for air, earth, fire, and water elementals are found in the ~~ShadowDark~~ RPG. Statistics for paraelementals are found in Chapter Thirteen of this book.

Control Water

Tier 4, priest (rain, water)

This spell is identical to the *Control Water* spell found in the ~~ShadowDark~~ RPG.

Create Mirage

Tier 4, priest (sun)

Duration: Focus

Range: Far

You create an illusion by conjuring sunlight and twisting it. The illusion is purely visual, and can cover up to a far-sized cube. You can cause the image to be static, or cause it to animate and move. The illusion cannot harm creatures, but those who believe it will react accordingly.

If a creature touches the illusion, they know that it is false. A creature may also make a Wisdom check vs. your last spellcasting check to perceive that it is an illusion.

Flame Strike

Tier 4, priest (fire, magma)

This spell is identical to the *Flame Strike* spell found in the ~~ShadowDark~~ RPG.

Pillar of Salt

Tier 4, priest (earth)

This spell is identical to the *Pillar of Salt* spell found in the ~~ShadowDark~~ RPG.

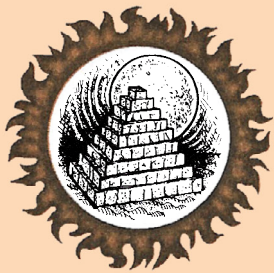
Wall of Wind

Tier 4, priest (air)

Duration: 5 rounds

Range: Near

You summon fierce winds from the Elemental Plane of Air to create a wall that covers a near-sized area in width and length. You choose its shape.



Priest Spells

Any creature who enters an area covered by a part of the wall takes 1d6 damage from flying debris. The creature is also blinded until the start of its next turn.

Whirlpool of Doom

Tier 4, priest (silt)

Duration: Focus

Range: Far

A near-sized section of exposed ground that you can see becomes a churning pool of silt. Creatures inside of this area are immediately pulled to the center. A creature within the area of this spell has disadvantage on its attacks. For the duration, a creature can use their turn to try to exit the pool. To do so, they must succeed on a Strength check vs. your last spellcasting check.



Tier 5 Priest Spells

Dehydrate

Tier 5, priest (water)

Duration: Instant

Range: Far

One creature of LV 8 or less is utterly desiccated and dies.

Earthquake

Tier 5, priest (earth)

Duration: Instant

Range: Far

The earth shakes violently until the start of your next turn. All structures within a near-sized cube are reduced to rubble, and creatures cannot walk or move through the area until the start of your next turn.

Eruption

Tier 5, priest (magma)

Duration: Instant

Range: Far

The ground in a near-sized area erupts with geysers of molten rock. All creatures in this area take 4d8 damage.

Extreme Weather

Tier 5, priest (rain)

Duration: Focus

Range: Far

You can control the weather across a far-sized cube. When you cast this spell and on every round on your turn that you maintain focus, you can cause the following:

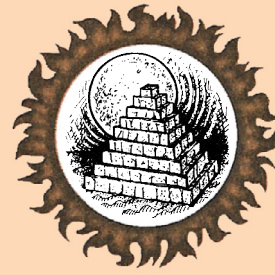
- A torrential downpour that creates 1 ration of water per close square.
- A lightning or hail storm that does 3d8 damage to up to four creatures of your choice
- Extreme winds that allow you to move up to four creatures a near range distance.

Fire Storm

Tier 5, priest (fire)

Duration: Instant

Range: Far



Sheets of roaring flame rain down in a near-sized cube. All creatures in the cube take 4d10 damage, and all wooden items that aren't magical are destroyed.

Glasstorm

Tier 5, priest (silt)

Duration: 10 rounds

Range: Far

You create a near-sized cube storm of glass-like silt particles. All creatures within the cube take 3d10 damage per round and are blinded.

Sirocco

Tier 5, priest (air)

Duration: Focus

Range: Far

You summon burning desert winds, which whip up all the loose debris within a near-sized cube. All creatures within the cube take 2d10 damage per round. A non-magical item caught in the storm has a 10% chance every round to be destroyed or rendered useless by the abrading gale.

Sunstroke

Tier 5, priest (sun)

Duration: Instant

Range: Far

One creature of LV 6 or less instantly overheats and dies. If it is LV 7+, it takes 3d8 damage instead.



Chapter Eleven: Psionic Powers

Psionics

Users of psionic powers manipulate the energies of their minds and bodies to affect changes in the people and things around them. While it is easier for a psionist to alter their own being, opening their minds to the outside world is fraught with peril.

Psionic powers are not magical in nature. As a result, spells and other effects that normally affect or disrupt magic energy have no effect on psionics.

Using a Psionic Power

When you **activate** a psionic power, you use your mind to channel matter and energy into your desired result.

Any character who knows a psionic power can use that power. To activate a psionic power you now, make a psionic power check by rolling 1d20 + your Wisdom modifier. The **DC** to successfully activate a psionic power is 10 + the psionic power's tier.

Results

If you **succeed** on your psionic power check, the power takes effect. If you **fail** your psionic power check, the power does not take effect. You can't activate that power again until you complete a rest.

If you roll a natural 20 (a **critical success**) on your psionic power check, you may double one of that power's numerical effects. This remains in effect on a focus spell until your next focus check.

If you roll a natural 1 (a **critical failure**) on your psionic power check, the power does not take effect. If it was a focus power, it immediately ends, and you must roll on the psionic mishap table.

Wild Talents

Every player character native to Athas gains one psionic power as a wild talent. Every player rolls a 1d20 and consults the following table to determine the **Psionic Power Tier** of their character's wild talent. After determining the tier, that player rolls a d12 to determine which of the twelve psionic powers within that tier they gain as a wild talent.

Wild Talent

Roll (d20)	Tier of Psionic Power
1-8	1
9-14	2
15-17	3
18-19	4
20	5

Critical Success and Failure Using Wild Talents

Wild Talents, especially those of the higher tiers, can be dangerous and unstable. A character who activates a wild talent has a greater chance of a critical success with that psionic power, but also an increased chance of a critical failure. When you activate a wild talent, you score a critical success on an unmodified roll of 19 or 20. You score critical failure on an unmodified roll of 1, 2, or 3.

Balancing Psionic Powers Against Magic

At the DMs discretion, the following spell may be added to the Wizard's spell list:

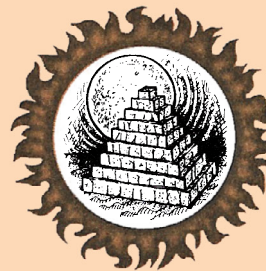
Protection from Psionics

Tier 5, wizard

Duration: Focus

Range: Self

An invisible, near-sized cube appears centered on you. The cube moves with you. Within the cube, no psionic powers can be used, and psionic powers or effects that enter this zone have no effect.



Psionic Power Mishaps

Roll (d12)

Effect

- 1 **Complete Breakdown!** Roll twice and combine both effects (Reroll any further 1s).
- 2 **Aphasia!** You lose the ability to speak until you complete a rest.
- 3 **Stunned!** You are paralyzed for the next 1d4 rounds.
- 4 **Compelling!** All enemy creatures who can see you feel compelled to attack you for the next 1d4 rounds.
- 5 **Collateral Damage!** You accidentally target one of your allies with this power.
- 6 **Concussive Blast!** You and all creatures within close range are deafened for 1d6 rounds. Any creature located between close and far range knows your location.
- 7 **Despair!** A sense of overwhelming sadness comes over you. For the next 10 rounds, at the start of your turn, you must make a DC 12 Wisdom check or do nothing except wail and weep until the beginning of your next turn.
- 8 **Overload!** Psionic energy explodes from your mind, doing 1d10 damage to you, and 1d4 damage to everyone within close range of you.
- 9 **Debilitated!** You have disadvantage on activating psionic powers of the same tier and lower for 10 rounds.
- 10 **Enervated!** For the next 1d8 rounds, your Strength, Dexterity, and Charisma scores are reduced to 4.
- 11 **Minor Lobotomy!** You permanently lose the ability to cast one psionic power you know.
- 12 **Hello!** You tear open a portal to one of the paraelemental planes, drawing the attention of a hostile paraelemental of LV 9 or below. The creature menaces you for 1d4 rounds before it grows bored and returns to its home plane.



Psionic Powers

Psionic Powers by Tier

Tier 1

d12	Power Name
1	Alter Features
2	Biofeedback
3	Catfall
4	Control Light
5	Ego Whip
6	ESP
7	Expansion or Reduction
8	Hallucination
9	Lend Health
10	Photosynthesis
11	Sensitivity to Observation
12	Thought Shield

Tier 2

d12	Power Name
1	Accelerate
2	Ballistic Attack
3	Body Control
4	Body Weaponry
5	Cause Sleep
6	Ectoplasmic Form
7	Heightened Senses
8	Id Insinuation
9	Levitate
10	Mind Over Body
11	Project Force
12	Send Thoughts

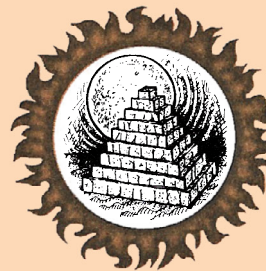
Psionic Powers by Tier

Tier 3

d12	Power Name
1	Adrenalin Control
2	Detect Object
3	Detonate
4	Dimension Blade
5	Displacement
6	Flesh Armor
7	Life Detection
8	Puppet
9	Psionic Blast
10	Radial Navigation
11	Teleport
12	Tower of Iron Will

Tier 4

d12	Power Name
1	Amnesia
2	Complete Healing
3	Domination
4	Duo-Dimension
5	Mindwipe
6	Summon Planar Creature
7	Summon Planar Energy
8	Synaptic Static
9	Telekinesis
10	Telekinetic Barrier
11	Teleport Lock
12	True Sight

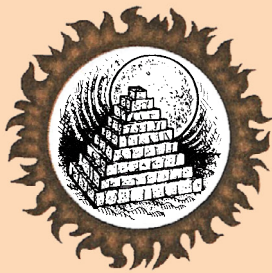


Psionic Powers by Tier

Tier 5

d12	Power Name
1	Beast Mastery
2	Cosmic Awareness
3	Elemental Composition
4	Mass Domination
5	Mass Telepathy
6	Mind Flame
7	Precognition
8	Split Personality
9	Switch Personality
10	Suppress Magic
11	Ultrablast
12	Wormhole





Psionic Powers

Tier I Psionic Powers

Alter Features

Tier I, psionicist

Duration: Focus

Range: Self

You can alter your appearance including your coloration, facial structure, and the length of your hair, within normal ranges. You cannot pass for a member of another species.

Biofeedback

Tier I, psionicist

Duration: 10 rounds

Range: Self

You control the flow of blood through your body. For the duration, you gain +1 armor class and any damage you take is reduced by 1.

Catfall

Tier I, psionicist

Duration: Instant

Range: Self

You may attempt to use this psionic power when you fall. You land on your feet. You also halve any damage you take from falling and take no damage as a result of falling up to 30 feet.

Control Light

Tier I, psionicist

Duration: Focus

Range: Near

You can control all light sources out to a near range. You can make them bright enough to be blinding, or dim enough to be equivalent to darkness.

Ego Whip

Tier I, psionicist

Duration: Instant

Range: Near

You assault one target's ego, leaving it with feelings of inferiority and worthlessness. For the next 1d4 rounds, the target has disadvantage on its attack rolls and spellcasting checks.

ESP

Tier I, psionicist

Duration: Focus

Range: Far

While you focus on this power, you can read the surface thoughts of one creature you can see.

Expansion or Reduction

Tier I, psionicist

Duration: 10 rounds

Range: Self

You can expand your own body proportions in any dimension (height, weight, width, etc.) up to four times your original size. You can also reduce your body's dimensions to one fourth of your original size. This power has no effect on your clothing or equipment, and does not alter your ability scores, hit points, or armor class.

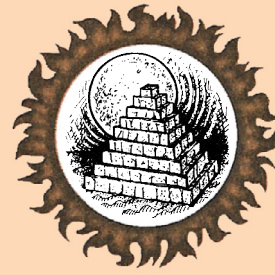
Hallucination

Tier I, psionicist

Duration: Focus

Range: Far

You project visions or images into one creature's mind. The target believes what it is seeing, hearing, or feeling.



Lend Health

Tier 1, psionist

Duration: Instant

Range: Touch

You transfer any number of your hit points to another creature.

Photosynthesis

Tier 1, psionist

Duration: 10 minutes

Range: Self

You are rejuvenated by the energy of the sun. For each minute you spend in sunlight, you heal one hit point.

Sensitivity to Observation

Tier 1, psionist

Duration: 10 minutes

Range: Self

You know when you are being watched.

Thought Shield

Tier 1, psionist

Duration: 5 rounds

Range: Self

You cloud your mind to hide its vital parts from psionic attacks. For the duration, your thoughts cannot be read by psionic powers, and creatures who attempt to use a psionic power against you have disadvantage on their checks to activate that psionic power.

Tier 2 Psionic Powers

Accelerate

Tier 2, psionist

Duration: Focus

Range: Self

You alter your metabolism, briefly doubling your speed. You can take a second action on your turn, so long as that second action isn't casting a spell or using a psionic power. When you stop focusing on this power, you must rest for a number of rounds equal to the time you were accelerated.

Ballistic Attack

Tier 2, psionist

Duration: Instant

Range: Near

You telekinetically hurl a small object at a target, such as a stray rock or piece of wood, up to far range. The object can weigh no more than 1 pound. The missile does 1d6 damage to the target.

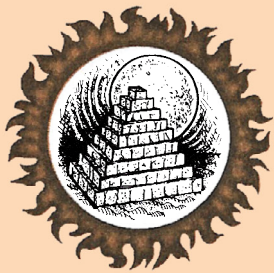
Body Control

Tier 2, psionist

Duration: 10 rounds

Range: Self

You adapt your body to a hostile environment, such as extreme cold, extreme heat, or being underwater. You can breathe and move normally, and take no damage from that environment. Attacks and spells that do elemental damage still affect you normally.



Psionic Powers



Body Weaponry

Tier 2, psionicist

Duration: 5 rounds

Range: Self

You convert one of your arms into a melee weapon. It behaves in every respect like a normal weapon of that type, and you are considered to be proficient in it while this power lasts.

Cause Sleep

Tier 2, psionicist

Duration: Instant

Range: Far

You put one creature to sleep if they are LV 4 or less.

Ectoplasmic Form

Tier 2, psionicist

Duration: 10 rounds

Range: Self

You convert your body and your gear into ectoplasm. You can walk through solid material as if it didn't exist, however your movement rate and type remains unchanged (e.g., you do not gain a fly speed by virtue of this spell). While in this form, you cannot be hit by non-magical weapons, or by creatures below LV 2.

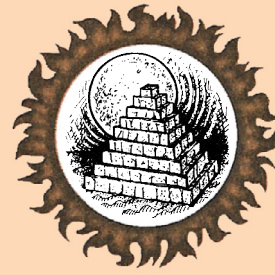
Heightened Senses

Tier 2, psionicist

Duration: 10 rounds

Range: Self

You heighten all five of your senses. You gain advantage on any checks related to detecting hiding or sneaking creatures, secret doors, or the like.



Id Insinuation

Tier 2, psionist

Duration: Instant

Range: Near

You pit your target's uncontrolled subconscious against its superego. The target is paralyzed for Id4 rounds.

Levitate

Tier 2, psionist

Duration: Focus

Range: Self

You can float a near distance vertically per round on your turn. You can also push against objects to move horizontally.

Mind Over Body

Tier 2, psionist

Duration: 24 hours

Range: Touch

You suppress the needs of one creature's body (for food, water, and sleep) for 24 hours, and it does not suffer hunger, exhaustion, or thirst. When a creature is no longer effected by this spell, it suffers as if the spell had not been cast upon it.

Project Force

Tier 2, psionist

Duration: Instant

Range: Far

You can push or shove one creature or object. The target must weigh less than 500 pounds, and you can move it a near distance away.

Send Thoughts

Tier 2, psionist

Duration: Focus

Range: Near

You can send your own thoughts to another creature's mind, provided you can see them. This is one-way communication.

Tier 3 Psionic Powers

Adrenalin Control

Tier 3, psionist

Duration: Focus

Range: Self

You control the production and release of adrenaline in your body to give yourself a temporary physical boost. You increase your Strength, Dexterity, or Constitution bonus by +2. Each round that you focus on this power, you can move this bonus to one of the other two stat bonuses.

Detect Object

Tier 3, psionist

Duration: Focus

Range: Near

You can use this power to locate any non-living substance within near range of you. You can also use it to locate a specific item, but you have to have seen it previously.

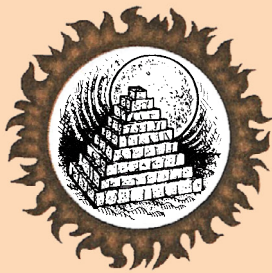
Detonate

Tier 3, psionist

Duration: Instant

Range: Close

All constructs, plants, and corporeal undead within range take 3d6 damage. All non-animate, organic matter within



Psionic Powers

close range that is not being worn or carried by a creature is destroyed.

Dimension Blade

Tier 3, psionicist

Duration: 10 rounds

Range: Self

You alter the dimensions of one melee weapon you hold to make it infinitely sharp. While you hold this weapon and this power lasts, any attack you make with it ignores a target's armor; the target can only benefit from its Dexterity bonus. You automatically hit any nonliving object you strike with the blade while this power is in effect.

Displacement

Tier 3, psionicist

Duration: 3 rounds

Range: Self

You make yourself appear up to 5 feet from your actual location, granting you +3 armor class.

Flesh Armor

Tier 3, psionicist

Duration: 10 rounds

Range: Self

Your armor class increases to 18 for the spell's duration. This is not cumulative with any armor or shield.

Life Detection

Tier 3, psionicist

Duration: Focus

Range: Near

You can sense the presence of living, thinking creatures within range, provided they do not have *thought shield* active.

Puppet

Tier 3, psionicist

Duration: Focus

Range: Far

You take control of the body of one creature less than LV 4. While you focus on this power, you may puppet that creature and force it to take any physical action. Any attack you force the target to make is made with disadvantage. You cannot force the creature to cast spells or activate psionic powers, although you can prevent them from doing so while you focus on this power.

Psionic Blast

Tier 3, psionicist

Duration: Instant

Range: Near

You have advantage on your check to use this power. You jolt one target's brain, dealing 3d8 damage to them.

Radial Navigation

Tier 3, psionicist

Duration: Focus

Range: Self

While you focus on this psionic power, you know exactly where you are in relation to a fixed starting point, which you set when you activate this power.

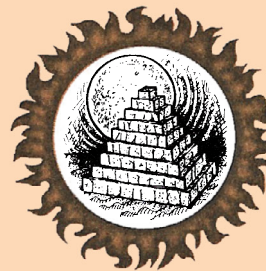
Teleport

Tier 3, psionicist

Duration: Instant

Range: Self

You can teleport yourself to a familiar fixed spot you know. This can be anywhere on your same plane.



Tower of Iron Will

Tier 3, psionist

Duration: 3 rounds

Range: Self

You rely on your superego to build an unassailable mental haven. Activation checks to use psionic powers against you have disadvantage. For the duration, you may extend this benefit to other creatures within close range of you.

You temporarily interfere with a creature's memory. While you remain focused on this psionic power, one target of LV 5 or below has its Intelligence score reduced to 4, loses any spellcasting ability it has, and forgets all events and biographical details that have happened to it prior to you using this power. Despite this amnesiac state, the target can still remember how to eat, talk, walk, and perform other basic physical skills.

Tier 4 Psionic Powers

Amnesia

Tier 4, psionist

Duration: Focus

Range: Near

Complete Healing

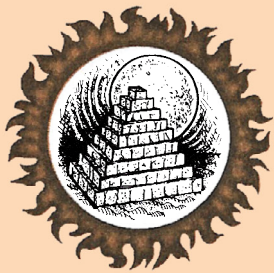
Tier 4, psionist

Duration: One rest

Range: Self

You completely heal all of your wounds over the course of one rest. Lost body parts return, and all curses, diseases, and other debilitating effects on you end.





Psionic Powers

Domination

Tier 4, psionist

Duration: Focus

Range: Far

You psionically compel one creature of LV 6 or less to follow your commands. Commands are given mentally and automatically to the target. The creature understands what is happening, but cannot resist your will.

Duo-Dimension

Tier 4, psionist

Duration: Focus

Range: Self

You alter your own dimensions, so that you have height and weight, but no depth. You are effectively two-dimensional; you do not exist from the side and are completely invisible and immune to any attacks from your sides. You can also fit through the thinnest cracks, so long as they are tall enough for you to fit. Attacks on your front and back do double damage on a successful attack.

Mindwipe

Tier 4, psionist

Duration: Instant

Range: Far

You perform crude psychic surgery on one creature's mind. Their Intelligence and Wisdom scores are reduced by 2. If a target's INT or WIS is reduced to 0, they die.

Summon Planar Creature

Tier 4, psionist

Duration: Focus

Range: Near

You choose an elemental or paraelemental plane, and

summon one of its natives of LV 9 or less. The creature is disoriented when it arrives, and acts immediately after your next turn and after your turns thereafter. This power does not grant you control over the summoned elemental; instead you must otherwise compel or convince it to cooperate with you.

You must pass a psionic power check on your turn, or the creature returns to whatever elemental plane it was summoned from.

Summon Planar Energy

Tier 4, psionist

Duration: Instant

Range: Far

You summon energy from one of the planes to attack your enemies. Energy summoned from the planes of Air, Earth, Fire, and Water hits all creatures in a straight line out to a far distance, and does 3d8 damage to them. Energy summoned from the paraelemental planes of Magma, Silt, Sun and Rain hits one creature out to a far distance, and does 4d10 damage to it. You have disadvantage on your psionic power check if you use this spell to summon energy from the paraelemental planes.

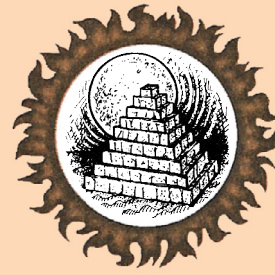
Synaptic Static

Tier 4, psionist

Duration: Instant

Range: Far

You interfere with all psionic activity in the affected area. All thinking creatures in a near-sized cube around the target point take 4d4 damage and lose focus on any spell or psionic powers. A creature with an active *thought shield* is immune to this power.



Telekinesis

Tier 4, psionist

Duration: Focus

Range: Far

This power is substantially similar to the wizard spell of the same name. You lift a creature or object with your mind. The target must weigh 1,000 pounds or less. You can move it a near distance in any direction and hold it in place.

Telekinetic Barrier

Tier 4, psionist

Duration: 5 rounds

Range: Near

You create a wall of telekinetic energy that covers a near-sized area in width and length. You choose its shape. Nothing can pass through the wall, although some spells or powers like *teleport* can circumvent it.

Teleport Lock

Tier 4, psionist

Duration: Instant

Range: Near

You target one creature with this power, and it loses the ability to teleport or use similar abilities for the rest of the day.

True Sight

Tier 4, psionist

Duration: Focus

Range: Self

You can see in darkness, and can see invisible creatures, out to a near range.

Tier 5 Psionic Powers

Beast Mastery

Tier 5, psionist

Duration: 1d10 days

Range: Close

You gain control over one psionic beast for the duration. It is friendly toward you and completely under your control. Examples of psionic beasts that may be affected by this power are: agony beetle, antloid, cilops, cistern fiend, cloud ray, critter, crystal spider, floater, gaj, hurrum, id fiend, kirre, megapede, razorwing, silk wyrm, tagster, tigone, weezer, and zhackal. This control ends if you use this power on another beast during its duration.

Cosmic Awareness

Tier 5, psionist

Duration: Focus

Range: Self

You can perceive all things occurring within a near-sized cube centered on you, including creatures in darkness, ectoplasmic, invisible, gaseous, and phased creatures, along with any creatures on the ethereal plane. You also have x-ray vision, and can see through walls. You see through all illusions, and know the true form of creatures that are shapechanged or polymorphed.

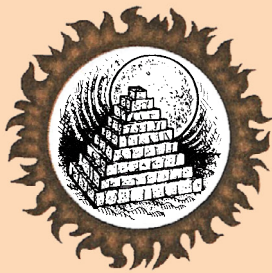
Elemental Composition

Tier 5, psionist

Duration: Focus

Range: Self

You transform yourself into one of the holy elements (air, earth, fire, water) or paraelements (magma, rain, silt, sun). Your armor class becomes 20, and you gain a melee elemental attack that does 4d8 damage of the same type as your chosen form. You also gain any natural vulnerabilities or immunities of that element, e.g., a fire elemental form is immune to heat, while it may be



Psionic Powers

vulnerable to a water-based attack.

Mass Domination

Tier 5, psionist

Duration: Focus

Range: Near

You can use the domination power to effect up to five creatures simultaneously.

Mass Telepathy

Tier 5, psionist

Duration: Focus

Range: Far

You can telepathically communicate with any number of minds within range. You may choose which minds with which you wish to communicate and which you don't. On a subsequent round after you activate this power, you can use other non-focus psionic powers (including attacks) against any or all of the minds with which you are in communication as if they were within the normal range of that power.

Mind Flame

Tier 5, psionist

Duration: Instant

Range: Near

You project a wave of psionic force that obliterates lesser minds. All creatures within range who are LV 4 or less instantly die. Those creatures who are LV 5+ take 3d10 damage instead. Creatures who have the *thought shield* psionic power active are not affected by this power.

Precognition

Tier 5, psionist

Duration: 2d12 hours

Range: Self

All attacks against you have disadvantage.

Split Personality

Tier 5, psionist

Duration: 24 hours

Range: Self

You divide your mind into two independent parts. Both parts can communicate with one another mentally, and both can use your body. Both can also use and activate your psionic powers, and can each focus on a psionic power at the same time. Within a combat round, both personalities can take an action, however only one of the personalities can use your body to make a physical attack, move, or take any other action which necessitates physical involvement.

When the duration of this psionic power expires, you must succeed at a psionic power check so that your personalities can reintegrate. If you fail, you fall unconscious for 2d6 hours, before you can repeat the check.

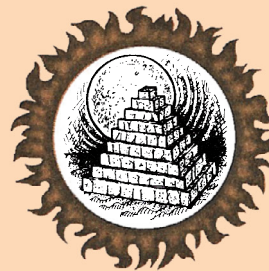
Switch Personality

Tier 5, psionist

Duration: Instant

Range: Touch

You switch minds with one creature of an LV equal to or lesser than yours. The switch is permanent, unless you use this ability to reverse it. While switched, you and your target swap bodies, along with your STR, DEX, and CON scores, and your hit points and any abilities conferred by your respective ancestries. You retain your personality and memories, along with your INT, WIS, and CHA scores, and any class abilities like psionic powers or spellcasting.



Suppress Magic

Tier 5, psionist

Duration: Focus

Range: Self

While you remain focused on this psionic power, all magic within a near range of you ceases to function, and spells cannot be cast within this same area.

Ultrablast

Tier 5, psionist

Duration: Instant

Range: Far

You destroy a target's intellect, leaving them brain dead. A target of LV 6 or less instantly dies. If it is LV 8+, it takes 5d4 damage instead.

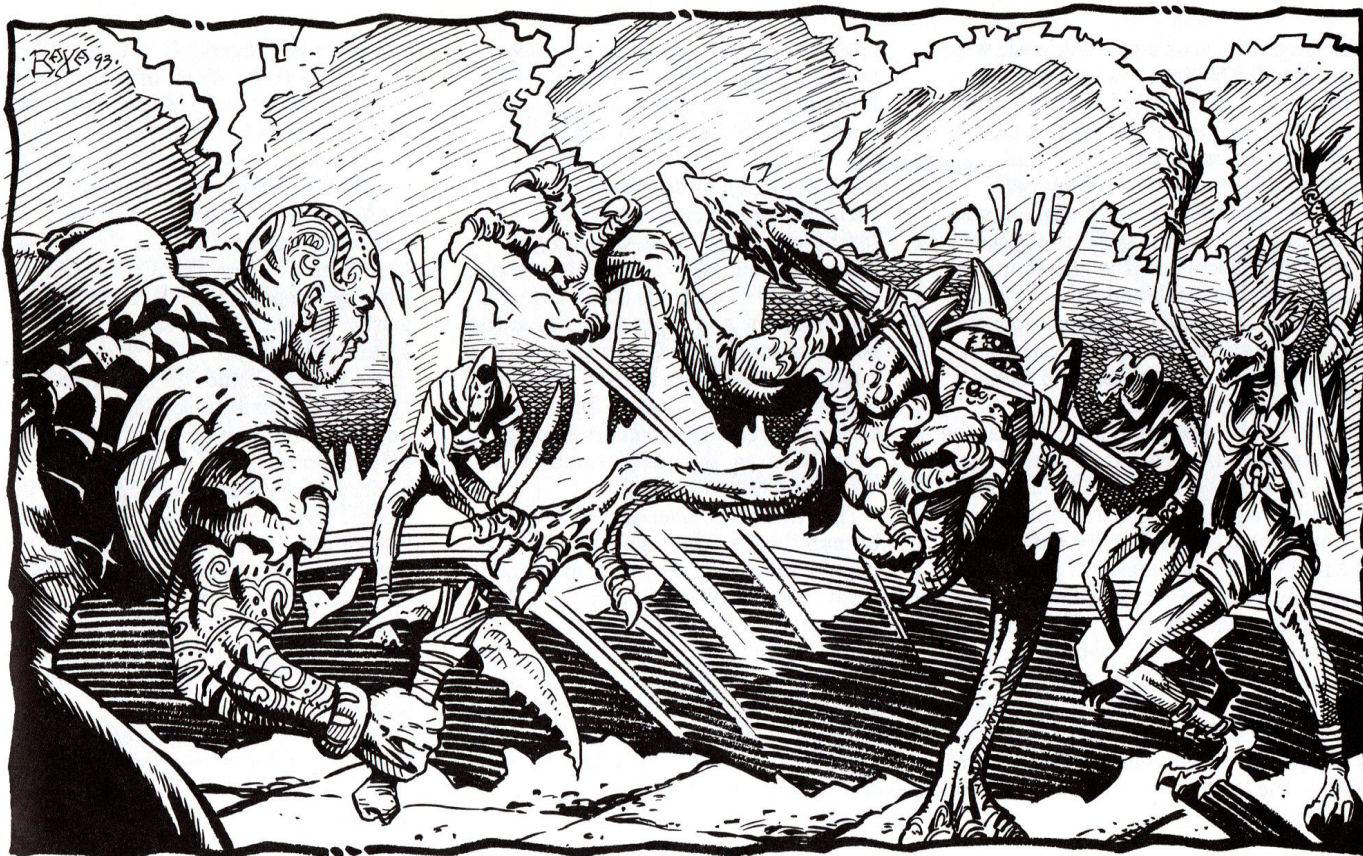
Wormhole

Tier 5, psionist

Duration: 5 rounds

Range: Near

You open a wormhole to a location up to 10,000 miles away from your current location. The other end can be located at any point you have seen. It can also be positioned at any point relative to where you currently are, e.g., "3 miles from where I am now."



Chapter Twelve: Survival on Athas

One of the principal dangers that PCs face during their adventures on Athas is the scarcity of water and food. The *ShadowDark* RPG abstracts questions of resource consumption through the “**ration**”, which represents a unit of water and food that a PC should to consume daily under optimal circumstances.

These rules are meant to supplement that simple system. While some groups may find the tracking of resources tedious, DMs are encouraged to use these rules anytime the party is outside of a city-state, settlement, or village. This is especially true if one of the PCs is a half-giant, i.e., while a half-giant’s extra hit points make it far more tanky than any other character of a comparable LV, its ration requirements significantly constrains a half-giant’s activity in extreme situations.

What Qualifies as a “Ration”?

During their adventures, the PCs may acquire liquids that are not water, such as beer, wine, or fruit juices. These should be treated as roughly analogous to water for the purposes of dehydration and ration consumption. Other liquids — like honey or blood — should not be allowed as viable substitutes.

Ration Consumption

As a general rule, while actively adventuring, most PCs will need to consume **one ration per day** to avoid the effects of dehydration. If a PC remains inactive for the day (sitting or resting in a shady or cool place) or if the PC limits their activity to the nighttime, they only consume one-half a ration.

There are several exceptions to this rule.

Half-giants. Half-giant characters require **four times** the amount of rations they would normally require based on their activity level.

Thri-kreen. A thri-kreen only needs to consume **one ration per week** to stave off the effects of dehydration and starvation.

Wearing Metal Armor. You **double** the amount of rations you must consume based on your activity level. A half-giant wearing metal armor requires eight times the amount of rations another character would, while a thri-kreen in metal armor would require two rations per week if actively adventuring.

Effects of Dehydration

The life of a PC on Athas is hotter, dryer, and harsher than on other worlds. As a result, a PC starts to suffer the effects of dehydration one day after they fail to consume a ration.

*These rules supersede the normal rules established in the *ShadowDark* RPG, wherein a PC only suffers ill effects after three days without food and water.*

When a character does not consume the required amount of rations as determined by their activity level, ancestry, and worn armor, they lose **1d6 from their Constitution stat**. Players should adjust their hit points to take into account any changes in their Constitution modifier. The PC will also have **disadvantage on all attacks and checks** until they are rehydrated. **A creature dies when its Constitution stat reaches 0.**

These losses are **cumulative** for every day that the character does not rehydrate.

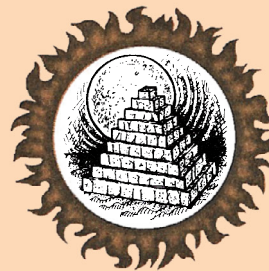
Rehydration

A PC can rehydrate by consuming a one ration and completing a rest. At the end of this rest, the PC regains 1d8 points of their lost Constitution, and no longer has disadvantage as a result of dehydration. For every day afterwards, the PC regains another 1d8 of lost Constitution, so long as they continue to consume a ration once per day.

Rations and Gear Slots

A **single ration** takes up **one gear slot**.

PCs may choose to store rations in larger containers. A barrel can hold 30 rations, but takes up 30 gear slots.



Foraging

A PC can attempt to forage for enough food and water sufficient to equal one ration. This process takes **1 hour**, and requires the PC to make a Wisdom check. On a success, the PC finds **1d4 rations worth of food and water**. The **DC** of this check depends on the terrain.

Foraging

Terrain	DC
Forest	15
Verdant Belt	16
Scrub Plains	17
Stony Barrens	17
Rocky Badlands	18
Mountains	19
Sandy Wastes	21
Salt Flats	22
Sea of Silt	25

Smaller and Larger Creatures

Smaller creatures will require fewer rations, while larger creatures will generally require more over an equal span of time. Although certain animals and monsters will be better adapted to conserve their moisture and energy, a good rule of thumb is that creatures larger than man-sized (like half-giants) need four times the rations of a human, while creatures larger than half-giants need eight times that of a human. Truly enormous creatures may need as many as 16 or 32 units of rations per day to stave off dehydration.

Mounds and Beasts of Burden

Horses and cattle do not exist on Athas, but several hardy animals serve as mounts and beasts of burden. These animals are listed on the **Athasian Mounts** table along with their gear slots and daily ration requirements, cost in ceramic pieces, and the location of their full Monstrous Compendium entry in TSR sources. **ShadowDark** statistics for these creatures appear in Chapter Thirteen of this work.



A **human-sized character** and its gear occupy **10 gear slots** on a mount.

A **half-giant** and its gear occupies **20 gear slots** as a result of their larger size.

As a rule, **thri-kreen do not ride mounts**, though they may ride in a mekillot argosy on certain occasions.

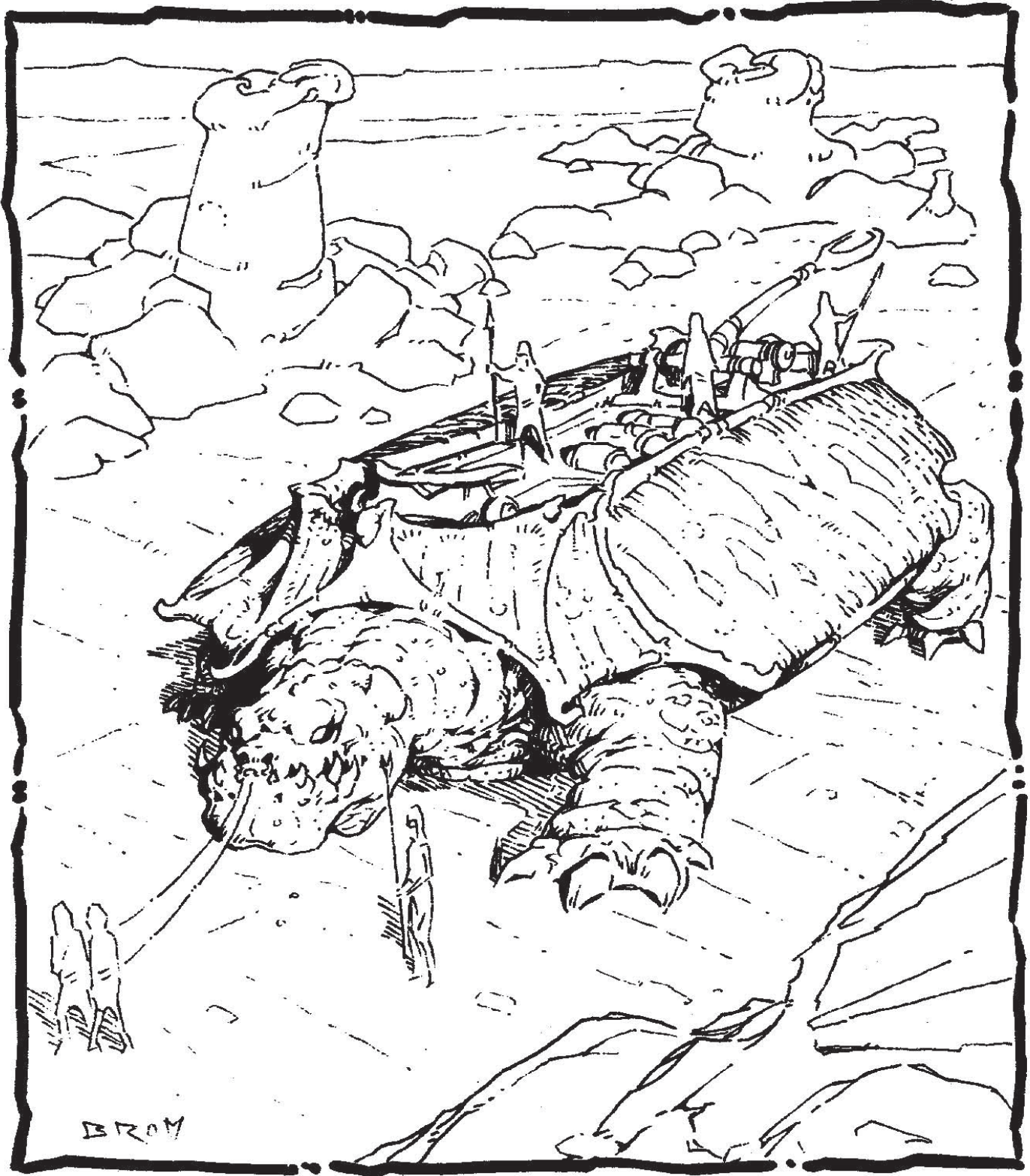
Athasian Mounts

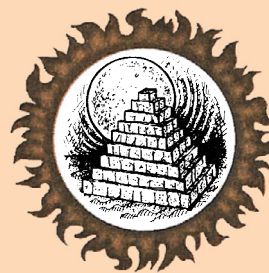
Animal	Gear Slots	Ration Reqs.	Cost	TSR Source
Erdland	10	1	10 cp	MC12
Crodlu	10	1	40 cp	DSII
Kank	20	2	70 cp	DSBS
Inix	100	15	100 cp	DSBS
Mekillot	400 (4000)*	25	200 cp	DSBS

*Number in parentheses is when pulling a wagon or argosy.
 MC12 = *Monstrous Compendium Dark Sun Appendix I*
 DS II = *Monstrous Compendium Dark Sun Appendix II*
 DSBS = *Dark Sun Boxed Set*



Survival on Athas





Overland Travel Rates

The “Ways of Travel” rules found in the *ShadowDark* RPG are subject to the following modifications.

Hexes Crossed Per Day

Ancestry/Mount	Multiple
Elves, Walking	x3
Thri-kreen, Walking	x2
Mekillot, Mounted	x0.5

Wagons and Other Vehicles

Travelers and merchants commonly use chariots, wagons, and other vehicles to transport themselves and their goods throughout the Athasian Tablelands.

With the exception of the mekillot, hitching a conveyance to a beast of burden **does not** create additional **gear slots**; instead, it transfers them to the vehicle.

This is often desirable for two reasons. First, it can make passengers more comfortable, and help to reduce the amount of rations they need to survive during their journey. Additionally, it allows the owners of these beasts to harness several of them together, thereby combining their collective gear slots to transport more people and larger objects.

The **Athasian Vehicles** table lists vehicles, along with their usual beasts of burden, and their costs in ceramic pieces. The listed costs do not include the cost of the animals themselves.

Athasian Vehicles

Vehicle	Beast	Cost
Chariot	Erdland	150 cp
Howdah	Inix	25 cp
Howdah	Mekillot	50 cp
Wagon	Kank	30 cp
Argosy	Mekillot	1,000 cp

Chariot

Chariots exist in one or two person variants. These are usually pulled by one (in the case of a single driver) or two (in the case of a driver and a passenger) erdlands.

Howdah

A frame with seats designed for an inix or mekillot. Anyone who limits their activity to riding in a howdah benefits from their inactivity, and only needs half the normal amount of rations per day.

Wagon

Usually pulled by teams of kanks, wagons are too heavy for a team erdlands, and inix are unable to pull them because of their long tails. Some wagons are open to the elements, while others are canopied or closed. A character who limits their activity to riding in a wagon that is at least canopied benefits from their inactivity, and only needs half the normal amount of rations per day.

Argosy

A much larger wagon, these huge vehicles are essentially small houses pulled across the desert by teams of mekillots. They are popular with generals, wealthy merchants, and nobles.

For More Information. The *Dark Sun Boxed Set* gives specific numbers for the weight of gallons of water, along with detailed information on the carrying capacity and water needs of the various mounts and vehicles. In the spirit of *ShadowDark*’s simplified “gear slot” system, these numbers have been significantly abstracted.





Chapter Thirteen: Creatures & Monsters

The majority of creatures in this chapter are adapted from the *Dark Sun Boxed Set* and the first *Dark Sun Monstrous Compendium Appendix*. This is in keeping with the focus of this work on the setting as it existed prior to the *Revised Boxed Set* (1995). I've selected a few additional creatures from the second *Dark Sun MC* (like the crodlu and the lirr), but these are mostly included to bolster player-facing options.

Monster Attributes

The monster stat blocks listed in this section follow the same basic format as those found in the ~~Shadow~~*Dark* RPG.

Encounter Tables

DMs who would like encounter tables are directed first to *Monstrous Compendium Dark Sun Appendix I* (MC 12). Expanded tables are found in the *Monstrous Compendium Dark Sun Appendix II*; however several of the creatures that appear there have not been adapted.

Dark Sun Creatures and Monsters

Agony Beetle

This scarab beetle burrows under a creature's skin and attaches to their spine. Its victim is racked with excruciating pain, while the beetle devours the creature's psychic energy.

AC 14, HP 2, ATK 1 bite +1 (1+spinal tap), MV half near, S -4, D +2, C -2, I -3, W +2, Ch -3, AL N, LV 2.

Spinal Tap. The beetle attaches to the target's spine. Target is paralyzed and only another creature can attempt to remove the beetle if they make a DC 14 WIS on their turn. On subsequent turns while the beetle remains attached, the target takes 3d8 damage.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Anakore

Dim-witted humanoids, anakore have small, wedge-like heads. They live in sand dunes, and burrow through the earth. A dorsal ridge runs down their back. The ridge is a sensory organ that allows them to detect walking creatures up to five miles away.

AC 12, HP 21, ATK 2 claws +3 (1d4 + poison), MV near walk, double near burrow, S +3, D +1, C +2, I +0, W +4, Ch +0, AL NE, LV 3.

Alert. Cannot be surprised.

Poison. DC 13 Con or paralyzed for 1d4 rounds.

Sunblind. Blinded in bright light.

Source: *Dark Sun Boxed Set* (Under "Dune Freak")

Antloid

Giant ants endemic to Athas.

AC 17, HP 28, ATK 1 bite +5 (2d6+poison), MV near, S +5, D +4, C +2, I -5, W +0, Ch -3, AL N, LV 4.

Poison. DC 13 Con or an additional 2d8 damage.

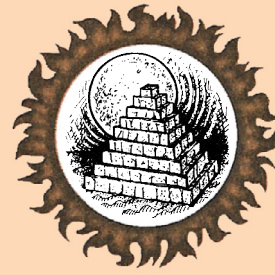
Source: *Monstrous Compendium Dark Sun Appendix I*.

Antloid, Psionic

A smarter version of the antloid, these creatures have a larger central body and vestigial metasoma segment.

AC 14, HP 18, ATK 1 bite +3 (1d6) or psionics +2, MV near, S +5, D +4, C +0, I -2, W +2, Ch -2, AL N, LV 5.

Psionics (WIS): (T1) Hallucination, Sensitivity to Observation; (T2) Heightened Senses; (T3) Flesh Armor, Psionic Blast.



Source: *Monstrous Compendium Dark Sun Appendix I*.

B'horg

15-foot tall, four-armed humanoids, b'horg are nomadic hunter-gatherers. Dimwitted, they are often hunted by slavers, who sell them to gladiatorial areas.

AC 11 (14 in hide armor), HP 36, ATK 4 club/shortsword +5 (1d8) or 2 rocks (far) +3 (1d10), MV near, S +5, D +1, C +2, I -3, W +0, Ch -2, AL N, LV 6.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Banshee (Dwarf)



Frequently, when a dwarf dies before completing their obsession, it becomes a banshee. These undead creatures are skinless with their underlying muscles exposed. A dwarven banshee retains all of its abilities (including spellcasting and psionics) that it had when it was alive.

AC 20, HP 35, ATK 1 weapon attack +5 (by weapon) or 1 gaze or 1 death field or 1 malediction (if at night), MV near, S +3, D +0, C +4, I +0, W +2, Ch -1, AL LE, LV 7.

Impervious. A banshee cannot be harmed by non-metal weapons. It also takes half damage from fire-, water-, and air-based elemental attacks, and double damage from earth-based ones.

Death Field (WIS Psionics). DC 15 CON. All creatures within a near-sized cube take damage equal to the number of hit points the banshee sacrifices to power this ability.

Gaze. DC 15 CON or target falls into a berserker rage for 1d6 rounds. A berserk creature attacks everyone except the banshee.

Malediction. 1/night, DC 15 CON or every humanoid within earshot suffers as if affected by banshee's gaze attack.

Undead. Immune to morale checks.

Source: *Monstrous Compendium Dark Sun Appendix I*.

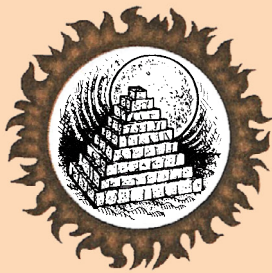
Belgoi

Humanoids with puckered, toothless mouths, and webbed, three-toed feet. They are ignorant barbarians who rove throughout the Athasian wastes, and feed on the flesh of intelligent beings.

AC 13, HP 28, ATK 1 psionic power +4 and one caress +1 (1d4), MV near, S +1, D +1, C +2, I +0, W +4, Ch +0, AL LE, LV 5.

Psionics (WIS): (T1) Ego Whip; (T3) Psionic Blast; (T4) Domination.

Source: *Dark Sun Boxed Set*.



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Braxat

Huge, solitary creatures, braxat have both reptilian and humanoid aspects. They stand on two legs, speak their own tongue and are covered in a shell of thick plates. Their heads have several thorny protrusions. They wield large spiked clubs.

AC 20, HP 48, ATK I spiked club +4 (2d4) and I psionic power or acid breath, MV near, S +4, D +0, C +3, I +0, W +3, Ch +0, AL NE, LV 6.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T2) Id Insinuation, Project Force; (T3) Life Detection, Psionic Blast, Tower of Iron Will (T3).

Acid Breath. Fills a near-sized cube extending from the braxat. DC 15 DEX or 2d10 damage.

Source: *Dark Sun Boxed Set*.

Cilops

Giant centipedes used as trackers by templars, they are also found in the wild.

AC 17, HP 18, ATK I antenna +3 (0 damage; paralysis one round) and I bite +3 (2d4) or psionics +3, MV near, S +0, D +4, C +1, I -4, W +3, Ch -2, AL N, LV 4.

Keen Senses. Can't be surprised.

Psionic Tracking. So long as a cilops touches an object associated with its quarry, it can track them psionically.

Psionics (WIS): (T1): Ego Whip, Hallucination, Sensitivity to Observation; (T3) Life Detection.

Wall-crawl. Can scale practically any wall or surface.

Source: *Monstrous Compendium Dark Sun Appendix II*.

Cistern Fiend

Bizarre abominations that hide within water supplies, these creatures look like translucent worms with a mass of pink tentacles below their mouths. Most are gargantuan, between 40- and 50-feet long.

AC 19, HP 60, ATK I bite +10 (2d10) and I tentacle +10 (paralysis 1d8 rounds) or psionics +7, MV near (swim), S +4, D +4, C +2, I -1, W +5, Ch -3, AL N, LV 10.

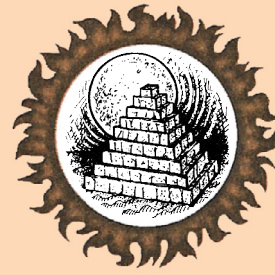
Psionics (WIS): (T1): Ego Whip, Sensitivity to Observation, Thought Shield; (T2): Id Insinuation; (T3) Life Detection, Psionic Blast, Tower of Iron Will; (T4) Synaptic Static.

Stealthy. ADV on DEX checks to hide and sneak while in water.

Source: *Monstrous Compendium Dark Sun Appendix I*.



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Cloud Ray

Colossal flying rays, these creatures are over 100 feet long. They wander the skies of Athas, searching for food, and prefer to eat other flying creatures.

AC 15, **HP** 80, **ATK** 1 bite +8 (3d12) or 1 tail +8 (2d6) or psionics +3, **MV** far (fly), **S** +6, **D** +5, **C** +5, **I** -2, **W** +3, **Ch** -3, **AL** N, **LV** 11.

Psionics (WIS): (T4) Telekinesis.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Critic

Lizards with pretty, multi-colored scales, these creatures are kept as pets on Athas. They have rudimentary psionic abilities.

AC 10, **HP** 2, **ATK** 1 bite +0 (1), **MV** near, **S** -3, **D** +0, **C** +0, **I** -4, **W** +0, **Ch** -1, **AL** N, **LV** 1/4.

Psionics (WIS): (T1): Sensitivity to Observation; (T2): Heightened Senses.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Crodlu

Heavier cousins of the erdlu and erdland, crodlu are reptilian ostriches favored as war mounts. They stand between 10 and 12 feet tall.

AC 16, **HP** 40, **ATK** 2 beak or claws +3 (1d8), **MV** double near, **S** +3, **D** +1, **C** +4, **I** -3, **W** +0, **Ch** -2, **AL** N, **LV** 4.

Source: *Monstrous Compendium Dark Sun Appendix II*.

Dragon of Tyr

A unique being, the Dragon of Tyr wanders the Tablelands. It is a thin, gnarled reptilian humanoid standing over 40 feet tall. Disaster and chaos follows in its wake.

AC 25, **HP** 110, **ATK** 1 claws +10 (2d10), 1 bite +10 (3d12) and 1 tail +10 (4d10); or 1 sand breath, or 1 death field, or psionics +12 or spellcasting +12, **MV** near (walk, fly, burrow), **S** +7, **D** +5, **C** +3, **I** +5, **W** +5, **Ch** +5, **AL** LE, **LV** 25.

Death Field (WIS Psionics). All creatures within a double near-sized cube who fail DC 18 WIS take damage equal to the number of hit points the Dragon sacrifices to power this ability.

Legendary. Only damaged by magical sources. Hostile spells targeting the Dragon are DC 18 to cast.

Psionics (WIS): The Dragon has access to all Psionic Powers.

Regeneration. Regains 2d10 lost HP at the beginning of its turn.

Sand Breath. The Dragon vomits superheated sand. It fills a double near-sized cube in front of it. DC 18 DEX or 6d12 damage.

Spellcasting (INT): The Dragon can cast all Wizard spells.

Source: *Dark Sun Boxed Set*.

Dune Runner

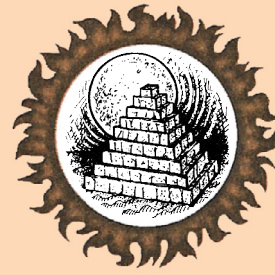
Elves who died running, they are cursed to repeat their final journey night after night. If they could cast spells or use psionics in life, they retain those abilities.

AC 13, **HP** 14, **ATK** 1 weapon attack +2 (by weapon), **MV** double near, **S** +1, **D** +4, **C** +0, **I** +0, **W** +3, **Ch** -1, **AL** LE, **LV** 2.

Attraction (WIS Psionics). All creatures within near range of a passing dune runner who fail DC 11 WIS are compelled to follow it. A dune runner can only affect 10 creatures with this power at one time. On an attracted creature's turn, they take 1d6 damage and can repeat the check. Affected creatures will follow the runner



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until it is slain, until they die, or until someone else takes their place.

Undead. Immune to morale checks.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Erdlu

Flightless, featherless birds covered in gray-red scales, these reptilian ostriches are domesticated herd beasts used for their meat and eggs, which provide one ration if eaten. They are poorly proportioned as riding beasts, and are not used as mounts.

AC 12, HP 14, ATK 1 beak +2 (Id6), MV double near, S +0, D +2, C +2, I -4, W +0, Ch -3, AL N, LV 2.

Source: *Dark Sun Boxed Set*.

Erdland

A larger cousin of the erdlu, they stand nearly 15 feet tall. They are encountered in the wild, but are frequently used as mounts and to pull vehicles.

AC 13, HP 20, ATK 1 beak +3 (Id8), MV double near, S +1, D +3, C +3, I -3, W +0, Ch -3, AL N, LV 3.

Floater

A small jellyfish-like creature that floats above the Sea of Silt.

AC 12, HP 8, ATK 1 tentacle +2 (Id4 + poison) or psionics, MV near (fly), S -3, D +2, C +0, I -3, W +2, Ch -3, AL N, LV 2.

Poison. DC 11 Con or paralysis Id4 rounds.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T2)

Mind Over Body; (T3) Displacement, Flesh Armor, Life Detection.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Gaj

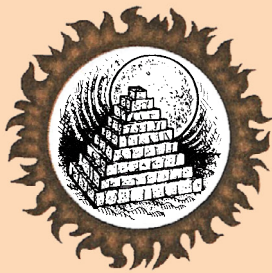
An infamous psionic predator, the gaj is native to the Athasian wastes, but are frequently featured in gladiatorial arenas. While it is closer to a reptile, it resembles a giant beetle with compounded eyes and mandibles. Appendages like small tentacles frame its mouth, and three feather-like stalks crown its head.



AC 18, HP 41, ATK 1 bite +8 (Id6 + latch) or I psionics +8, MV near, S +4, D +0, C +0, I -4, W +0, Ch -4, AL N, LV 8.

Latch. Attach to bitten target, additional +3 (total +11) to psionic powers checks against target. DC 15 STR to escape.

Psionics (WIS): (T1) Ego Whip, ESP, Hallucination, Thought Shield; (T2) Cause Sleep, Id Insinuation, Send



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Thoughts; (T3) Life Detection, Psionic Blast, Tower of Iron Will; (T4) Domination; (T5) Mass Domination.

Source: *Dark Sun Boxed Set*.

Giant, Athasian

Notoriously resistant to psionic powers, giants on the world of Athas are either humanoid or beast-headed. Their statistics are identical, except that beast-headed giants are on the whole more intelligent. Humanoid giants are generally friendly and favorably disposed to the smaller species, while beast-headed giants are extremely hostile to all non-beastheads.

AC 15, HP 60, ATK 2 club +7 (2d8) or I boulder (far) +7 (2d10) or psionics +3 (beastheads only), MV double near, S +5, D +1, C +5, I -1 (+2 for beastheads), W +0 (+3 for beastheads), Ch -2, AL N, LV 8 (9 for beastheads).

Psionic Resistance. Athasian giants are treated as if they have a permanent Thought Shield active at all times.

Psionics (WIS): (T1) Ego Whip; (T2) Id Insinuation; (T3) Life Detection, Tower of Iron Will.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Gith

Ugly reptilian humanoids, gith are gaunt, and have three fingers and no thumb.

AC 13, HP 10, ATK I javelin +3 (Id6) or I leap, MV near, S +3, D +2, C +2, I +0, W +0, Ch -2, AL CE, LV 1.

Leap. Jump up to near distance in height and double near distance in length, then make I javelin attack and do an extra Id6 damage on a hit.

Source: *Dark Sun Boxed Set*.

Gith Leader

Older gith who use their psionic powers to command their fellows.

AC 13, HP 25, ATK I javelin +4 (Id6) or I leap or I psionics +3, MV near, S +3, D +2, C +2, I +1, W +3, Ch -2, AL CE, LV 3.

Leap. Jump up to near distance in height and double near distance in length, then make I javelin attack and do an extra Id6 damage on a hit.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T2) Ballistic Attack, Body Control, Id Insinuation, Project Force; (T3) Tower of Iron Will.

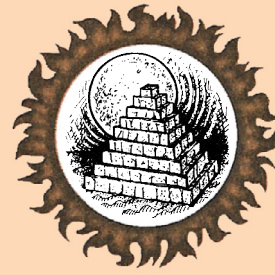
Source: *Dark Sun Boxed Set*.

Hej-kin

Evil, ugly humanoids with leathery hides in odd colors. They live in caves and other subterranean areas.



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AC 12, **HP** 11, **ATK** 1 claw +2 (Id6) or psionics +2, **MV** half near, **S** +2, **D** +0, **C** +1, **I** +0, **W** +2, **Ch** -2, **AL** NE, **LV** 2.

Phaser. Hej-kin can phase through rock.

Psionics (WIS): (T1) Biofeedback, Thought Shield; (T2) Body Control, Heightened Senses, Send Thoughts; (T3) Puppet.

Source: *Monstrous Compendium Dark Sun Appendix I.*

Hurrum

A beetle with a brightly-colored, opalescent shell. The beating of their wings against their carapace creates a pleasant humming sound. Popular with traders.

AC 12, **HP** 1, **ATK** 1 bite +0 (1 damage), **MV** near, **S** -5, **D** +0, **C** -2, **I** -5, **W** +0, **Ch** +0, **AL** N, **LV** 1/4.

Source: *Monstrous Compendium Dark Sun Appendix I.*

Id Fiend

A large, 10-foot long lizard, these psionic predators can be found in virtually any terrain.

AC 14, **HP** 25, **ATK** 1 claw +5 (Id6) and 1 bite +5 (Id8) or psionics +5 or fear, **MV** half near, **S** +5, **D** +1, **C** +1, **I** +2, **W** +5, **Ch** -3, **AL** N, **LV** 6.

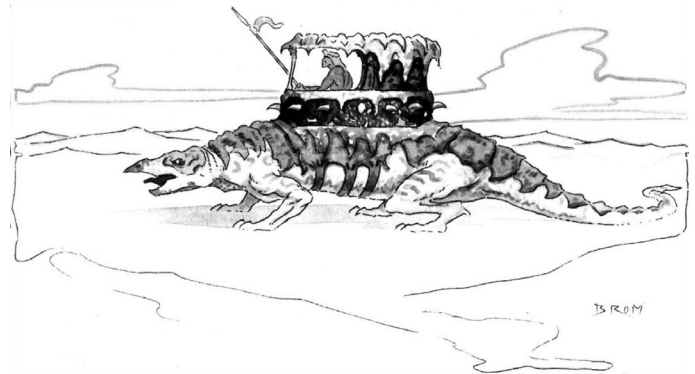
Psionics (WIS): (T1) Biofeedback, Ego Whip, Hallucination, Thought Shield; (T2) Heightened Senses, Id Insinuation; (T3) Flesh Armor, Life Detection, Psionic Blast, Tower of Iron Will.

Fear (WIS Psionics). All creatures within a near-sized cube DC 13 WIS or have DISADV for 2d6 rounds.

Source: *Monstrous Compendium Dark Sun Appendix I.*

Inix

Large, hardy lizards, an inix grows up to sixteen feet long. Their backs are naturally covered in a series of hard, shell-like plates, while their bellies are protected by tough scales. They are used as mounts, and to make both leather and scale mail armors.



AC 14, **HP** 30, **ATK** 1 bite +4 (Id10), **MV** near, **S** +4, **D** +0, **C** +0, **I** -4, **W** +0, **Ch** -4, **AL** N, **LV** 6.

Source: *Dark Sun Boxed Set.*

Jozhal

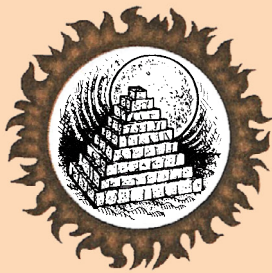
Intelligent reptilian creatures, jozhal are four foot tall, two-legged creatures with long necks and three-fingered hands. They are fascinated by magical items, and while they prefer to avoid combat, they have the powers of both psionics and elemental clerics.

AC 16, **HP** 15, **ATK** 1 bite +2 (Id6) or 1 psionics +4 or 1 spell +4, **MV** near, **S** +0, **D** +2, **C** +0, **I** +3, **W** +4, **Ch** +1, **AL** CN, **LV** 3.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T3) Teleport; (T4) Teleport Lock, (T5) Wormhole.

Spells (WIS): (T1) Detect Magic, Cure Wounds, Magic Stone; (T2) Flame Blade, Hold Person, Silence; (T3) Dispel Magic.

Source: *Dark Sun Boxed Set.*



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Kank

Large, docile insects, kanks are used as herd animals, mounts, and beasts of burden. They secrete melon-sized globs of honey, which while sweet, is no replacement for water. Kanks attack with their pincers, which are coated in a paralytic poison.

AC 15, **HP** 7, **ATK** I pincers +1 (Id6 + poison), **MV** double near, **S** +1, **D** +2, **C** +2, **I** -4, **W** +0, **Ch** -3, **AL** N, **LV** 1.

Poison. DC 12 Con or paralyzed for Id4 rounds.

Source: *Dark Sun Boxed Set*.

Kirre

A large, striped, tiger-like creature native to the forests and jungles of Athas. They have eight legs, two horns, and a spiked tail. Their fur is gray with brown stripes.

AC 13, **HP** 32, **ATK** I claw +7 (Id4) and I horn +7 (Id8) and I tail barb +7 (Id6) or psionics +5, **MV** near, **S** +1, **D** +5, **C** +0, **I** -3, **W** +5, **Ch** -3, **AL** N, **LV** 8.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T2) Id Insinuation, Heightened Senses, Levitate, Project Force; (T3) Life Detection, Psionic Blast, Tower of Iron Will

Source: *Monstrous Compendium Dark Sun Appendix I*.

Kluzd

A 10-foot long snake with a frill of feather-like scales around their heads. They live in muddy areas.

AC 16, **HP** 10, **ATK** I bite +2 (Id8) and I constrict, **MV** near (walk or mud burrow), **S** +4, **D** +2, **C** +2, **I** -3, **W** +0, **Ch** -2, **AL** N, **LV** 2.

Constrict. DC 12 STR or target becomes immobile, and if the kluzd is in mud of sufficient depth, it can pull the immobile creature under. Creatures who need to breathe air will suffocate within 2d4 rounds in the mud unless

they escape by making another DC 12 STR on their turn.

Source: *Dark Sun Boxed Set*.

Lirr

A lion-like reptilian creature, it has three brightly colored web-like frills, two behind its head and another at the end of its tail.

AC 15, **HP** 20, **ATK** roar or rend +5 (Id8), **MV** near, **S** +1, **D** +3, **C** +2, **I** -3, **W** +0, **Ch** -2, **AL** N, **LV** 5.

Roar. All who can hear within a near-sized cube, DC 13 WIS or be paralyzed for Id4 rounds.

Source: *Monstrous Compendium Dark Sun Appendix II*.

Megapede

Massive 150-foot long centipedes, the legs of these furred creatures end in flexible claws. They are among the most dangerous natural creatures on Athas.

AC 17, **HP** 85, **ATK** 5 claws +8 (Id6) or I bite +8 (3d10) or psionics +6, **MV** near, **S** +3, **D** +5, **C** +0, **I** -4, **W** +6, **Ch** -4, **AL** N, **LV** 10.

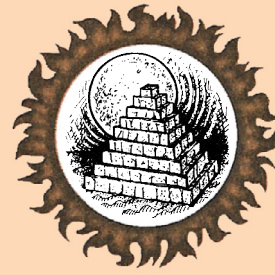
Psionics (WIS): (T1) Biofeedback, Ego Whip, Thought Shield; (T2) Id Insinuation, Heightened Senses, Project Force; (T3) Detonate, Psionic Blast, Tower of Iron Will.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Mekillot

Huge, 30-foot long reptiles, mekillots are shaped like dunes, their backs covered with a thick shell. They usually weigh around six tons. Mekillots are aggressive and never truly tamed, but can pull a considerable amount of weight. As such, they are used as mounts and draft animals.

AC 16, **HP** 60, **ATK** I grab and I bite (2d8), **MV** near, **S** +5, **D** +0, **C** +5, **I** -5, **W** +0, **Ch** -5, **AL** N,



LV 10.

Grab. One target within near DC 15 STR or the mekillot's tongue grabs and pulls the target into its mouth. Bite attacks automatically hit already grabbed target. Can only grab 1 target at a time, DC 15 STR on turn to break free.

Source: *Dark Sun Boxed Set*.

Nightmare Beast

Frighteningly immense creatures, nightmare beasts stand 30 feet tall. Their four limbs end in wicked claws, they have a mouth full of eight inch teeth, and curving, tusk-like horns.

AC 22, HP 90, ATK 1 claws +10 (2d10) or 1 bite +10 (4d10) or psionics +10 or spellcasting +10, MV near, S +5, D +2, C +5, I -1, W +6, Ch -2, AL CE, LV 15.

Psionics (WIS): (T1) Biofeedback, Ego Whip, Thought Shield; (T2) Ballistic Attack, Id Insinuation, Heightened Senses, Project Force; (T3) Detonate, Psionic Blast, Tower of Iron Will, Teleport.

Spellcasting (WIS): Cloudkill, Dispel Magic, Fireball, Lightning Bolt

Source: *Monstrous Compendium Dark Sun Appendix I*.

Paraelementals

Like elementals, paraelementals take semi-humanoid forms composed of their paraelement. They speak primordial. Like their elemental counterparts, lesser paraelementals are LV 6 and their slam deals 2 dice of damage, while greater paraelementals are LV 9 and their slam deals 3 dice of damage.

Paraelemental, Magma

A vaguely humanoid form made of roiling magma.

AC 16, HP *, ATK 3 slam +7 (*d12) or 1 melt, MV near (burrow), S +5, D +0, C +4, I -2, W +1, Ch -2, AL N, LV *.

Impervious. Only damaged by magical sources. Immune to fire.

Melt. A blast of molten earth. One target within near range DC 15 DEX or 3d8 damage and all non-magical metal on person is destroyed.

Paraelemental, Rain

A floating figure made of constantly circulating rain.

AC 14, HP *, ATK 3 slam +6 (*d6) or 1 water wrench, MV double near (fly, swim), S +3, D +2, C +2, I -2, W +1, Ch -2, AL N, LV *.

Impervious. Only damaged by magical sources.

Water Wrench. All within close DC 15 CON or 2d6 damage and 1d4 turns of paralysis as the water within affected creature's own bodies is twisted and pulled.

Paraelemental, Silt

A tentacled creature composed entirely of silt.

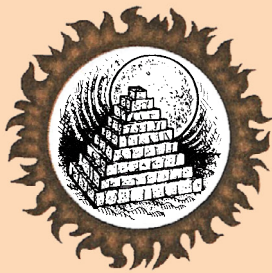
AC 16, HP *, ATK 3 slam +7 (*d8) or 1 suffocate, MV near (swim), S +4, D +3, C +1, I -2, W +1, Ch -2, AL N, LV *.

Impervious. Only damaged by magical sources.

Suffocate. All within close range DC 15 STR or grabbed and pulled into silt body. Treat as immobilized and underwater. DC 15 STR to escape on turn.

Paraelemental, Sun

AC 14, HP *, ATK 3 slam +7 (*d8) or 1 parch, MV double near (fly), S +5, D +5, C +1, I -2, W +1, Ch -2, AL N, LV *.



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Impervious. Only damaged by magical sources. Immune to fire.

Parch. All within near DC 15 CON or suffer 3d8 damage and are treated as dehydrated.

Rasclinn

A small canine creature that can eat virtually any vegetation. Their bodies metabolize the base metals found in these plants, and it makes their hide almost metallic.

AC 18, **HP** 10, **ATK** 1 bite +1 (1d4), **MV** far, **S** +0, **D** +4, **C** +2, **I** -4, **W** +0, **Ch** -3, **AL** N, **LV** 1.

Keen Senses. Can't be surprised.

Poison Immunity. Cannot be poisoned.

Psionic Resistance. Rasclinn are treated as if they have a permanent Tower of Iron Will active at all times.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Razorwing

A gray-skinned reptile that looks like a small pteranodon, these creatures hide in silt and then burst forth and attack with their razor sharp wings. Razorwings cannot fly normally, but do so via their psionic abilities.

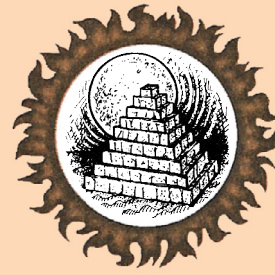
AC 14 (17 in flight), **HP** 16, **ATK** 1 wing +3 (2d4), **MV** double near (fly), **S** +0, **D** +3, **C** +1, **I** -3, **W** +2, **Ch** -3, **AL** N, **LV** 2.

Psionics (WIS): (T1) Thought Shield; (T3) Life Detection.

Telekinetic Flight. A razorwing flies psionically.

Source: *Monstrous Compendium Dark Sun Appendix I*.





Silk Wurm

A 50-foot long snake-like wurm covered by a hard chitinous shell. Silk wyrms fly through the air and prefer to attack under the cover of night. It paralyzes its victims, then drags its prey away and cocoons it in silk then slowly drains its blood away over the next several days.

AC 17, HP 21, ATK 1 bite +5 (Id6 + poison or blood drain), MV near (fly), S -2, D +4, C +0, I -4, W +0, Ch -4, AL N, LV 3.

Blood Drain. A silk wurm can automatically drain the blood of a paralyzed target. The target takes 1d4 damage, in addition to the damage from the bite.

Poison. DC 12 Con or paralyzed for 1d4 days.

Shadow-form (WIS Psionics). DC 13. The silk wurm becomes undetectable in dim light or darkness for 1d4 rounds.

Source: *Dark Sun Boxed Set*.

Silt Horror

Terrible abominations that lurk beneath the surface of the Sea of Silt, silt horrors are have ugly, misshapen bodies and attack with their tentacles.

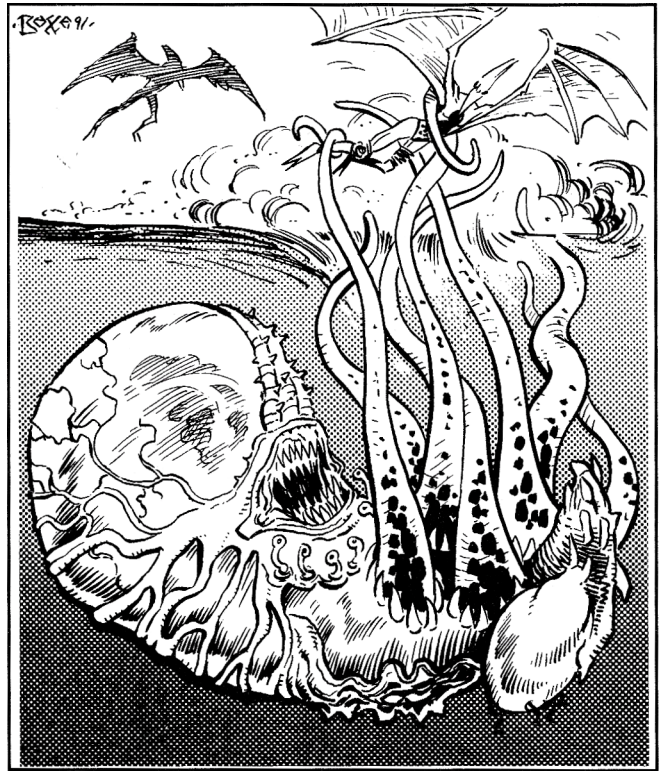
AC 17, HP 70, ATK 8 tentacle +8 (Id8 + constrict), MV half near (silt swimming), S +5, D -2, C +5, I -5, W +6, Ch -2, AL N, LV 12.

Air Jet. A desperate silt horror can expel a blast of air in an effort to escape. It moves a double near-sized distance through the silt.

Constrict. DC 15 STR or target is immobile, and the silt horror pulls the creature under the silt. Creatures who need to breathe air will suffocate within 2d4 rounds in the mud unless they escape by making another DC 15 STR on their turn. While the silt horror is constricting a creature, one of its attacks automatically hits that creature doing 1d8 damage.

Psionics (WIS): (TI) Thought Shield.

Source: *Monstrous Compendium Dark Sun Appendix I*.



Silt Runner

Halfling-sized lizard men with broad flat feet. They move incredibly fast, and can even run on Silt so long as they don't stop. They hate elves and will go to great lengths just for the chance to kill them.

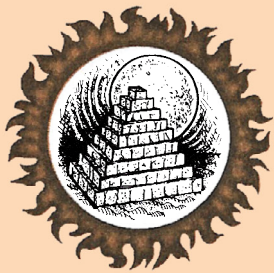
AC 12, HP 8, ATK 1 bite +1 (Id4) or wooden longsword -1 (Id8-2), MV far, S -1, D +2, C +0, I -2, W +2, Ch +0, AL CE, LV 1.

Psionics (WIS): (T3) Radial Navigation.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Spider, Crystal

Giant spiders that appear to be made of translucent crystal, they spin webs of glass.



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AC 17, HP 15, ATK 1 forelegs +3 (2d4) and 1 bite (1d4 + poison) or light beam +3 (2d6 + light blindness), MV far, S +2, D +3, C +1, I -3, W +0, Ch -2, AL N, LV 4.

Light Blindness. DC 13 CON or be blinded 1d4 rounds.

Poison. DC 13 Con or 2d6 damage.

Glass Web. Any creature walking into a crystal spider's web (DC 13 WIS to detect) suffers 2d6 damage and is stuck until it uses its turn to make DC 13 STR.

Source: *Monstrous Compendium Dark Sun Appendix I*.

So-ut

A huge, six-legged creature that lives only for destruction. Its four rear legs end in round pads, while its two forepaws end in claws that are long and sharp. It has a fanged maw and glowing red eyes.



AC 21, HP 75, ATK 1 claws +9 (2d6 + poison) and 1 bite +9 (3d6), MV double near, S -6, D +0, C +4, I -3, W +0, Ch -4, AL CE, LV 14.

Fear. Any creatures within a near-sized cube centered on the so-ut DC 15 WIS or be frightened 2d6 turns. Frightened creatures cannot attack the so-ut, and will spend their turns fleeing away in terror. Thri-kreen are immune to this effect. **Impervious.** Immune to psionic powers. Takes half damage from non-metal weapons.

Source: *Monstrous Compendium Dark Sun Appendix I*.

T'Chowb

A tiny humanoid creature with gray skin and an overlarge, elongated skull with purple ridges. They are naturally very stupid and speak no languages, but can drain a victim's Intelligence to temporarily become smarter and able to speak the target's language.

AC 16, HP 8, ATK 1 knife +0 (1 damage) or psionics +3 or intelligence drain, MV near, S -3, D +3, C +0, I -3, W +3, Ch -3, AL NE, LV 2.

Intelligence Drain. One target within near DC 13 WIS or lose 1 point of INT or WIS. Can only be healed with magic like *restoration*. Every time a creature is damaged in this way, for the next the t'chowb INT bonus increases by +1 (to a max of +5) and it learns one language (to a max of 5) the target knows.

Psionics (WIS): (T1) Ego Whip, Thought Shield; (T2) Accelerate, Cause Sleep, Id Insinuation, Heightened Senses; (T3) Displacement.

Stealthy. ADV on DEX checks to hide and sneak.

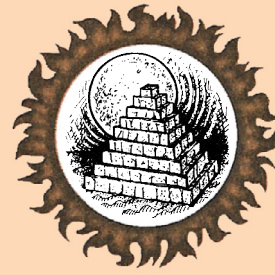
Source: *Monstrous Compendium Dark Sun Appendix I*.

Tagster

A 4-foot long psionic cat native to the Tablelands. They have yellow-brown fur and white underbellies.

AC 14, HP 18, ATK 2 rend +4 (1d8) or psionics +3, MV near, S +4, D +2, C +2, I -3, W +3, Ch -3, AL N, LV 3.

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Psionics (WIS): (T1) ESP, Sensitivity to Observation; (T2) Heightened Senses; (T3) Life Detection, Radial Navigation.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Tembo

Medium-sized beasts covered in loose folds of scales, the tembo is a vicious, unpredictable creature.

AC 16, **HP** 32, **ATK** 1 claws +3 (2d4) and 1 bite +3 (2d6); or 1 psionics +5; or 1 death field, **MV** near, **S** +2, **D** +3, **C** +2, **I** -2, **W** +2, **Ch** -2, **AL** CE, **LV** 4.

Death Field (WIS Psionics). All creatures within a near-sized cube who fail **DC** 12 **WIS** take damage equal to the number of hit points the tembo sacrifices to power this ability.

Missile Evasion. Ranged attacks have **DISADV** on attacks against tembo.

Psionics (WIS): (T2) Ectoplasmic Form, Heightened Senses; (T3) Displacement.

Source: *Dark Sun Boxed Set*.

Tigone

A larger, 7-foot long cousin of the tagster, these cats have dark green fur with black or yellow vertical stripes. They are native to the Hinterlands and the Forest Ridge, and generally do not last long in the Athasian desert.

AC 14, **HP** 28, **ATK** 2 rend +5 (1d8) or psionics +4, **MV** near, **S** +5, **D** +2, **C** +2, **I** -3, **W** +4, **Ch** -3, **AL** N, **LV** 5.

Psionics (WIS): (T1) ESP, Sensitivity to Observation; (T2) Heightened Senses; (T3) Life Detection, Radial Navigation, (T4) Domination.

Stealthy. **ADV** on **DEX** checks to hide and sneak.

Source: *Monstrous Compendium Dark Sun Appendix I*.

Weezer

Large flying insects. Their society revolves around an egg-producing queen, who must inject and incubate her eggs inside living hosts.

AC 13, **HP** 9, **ATK** 1 sting +2 (1d4+poison or egg implant), **MV** half near (fly), **S** -2, **D** +3, **C** +0, **I** -4, **W** +0, **Ch** -3, **AL** N, **LV** 1 (2 if Queen).

Poison. **DC** 11 **CON** or paralyzed for 1d6 rounds.

Egg Implant (Queen Only). An egg is implanted. The egg does 1d6 points of damage to its host every day that it is implanted. It hatches in 1d4 days doing an additional 1d10 damage to the host. A *restoration* spell kills an incubating egg without any further damage to the host.

Source: *Dark Sun Boxed Set*.

Zhackal

Tiny canine animals that hunt in packs. Zhackals do not bark, yip or whine, and communicate only psionically.

AC 13, **HP** 5, **ATK** 1 bite +1 (1d3), **MV** double near, **S** -1, **D** +3, **C** +0, **I** -3, **W** +2, **Ch** -3, **AL** N, **LV** 1/2.

Invisibility (WIS Psionics). **DC** 12, self. Becomes invisible for 1d4 rounds.

Pack tactics. A zhackal can link its mind to allies, giving the zhackal **ADV** on attacks while an ally is within close range.

Psionics (WIS): (T1) Ego Whip, ESP, Thought Shield; (T2) Send Thoughts.

Source: *Monstrous Compendium Dark Sun Appendix I*.

